



“Five Short Tables”
1034-237
Final Board

Date 10/15/15

- ☒ Board Team Final
- ☒ Network Approval Board
- ☒ Record Board
- ☒ Animatic Scan Board
- ☒ Conformed Board
- ☒ Design Board 10/15/15
- ☒ Final Board

Adventure Time Created by
Pendleton Ward

Supervising Director
Elizabeth Ito

Storyboard by
Aleks Sennwald &
Kris Mukai

Animation Studio
RDK

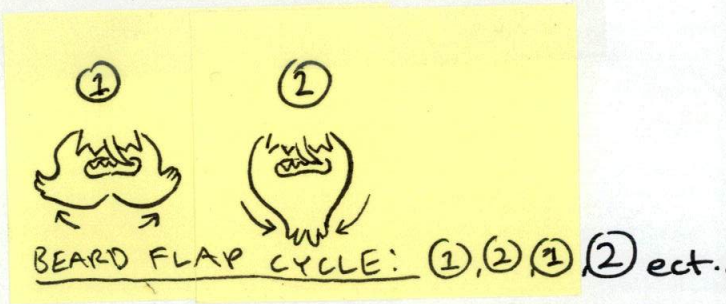
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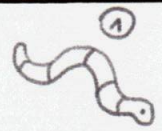
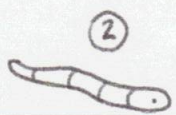
ADVENTURE TIME

Sc. 1

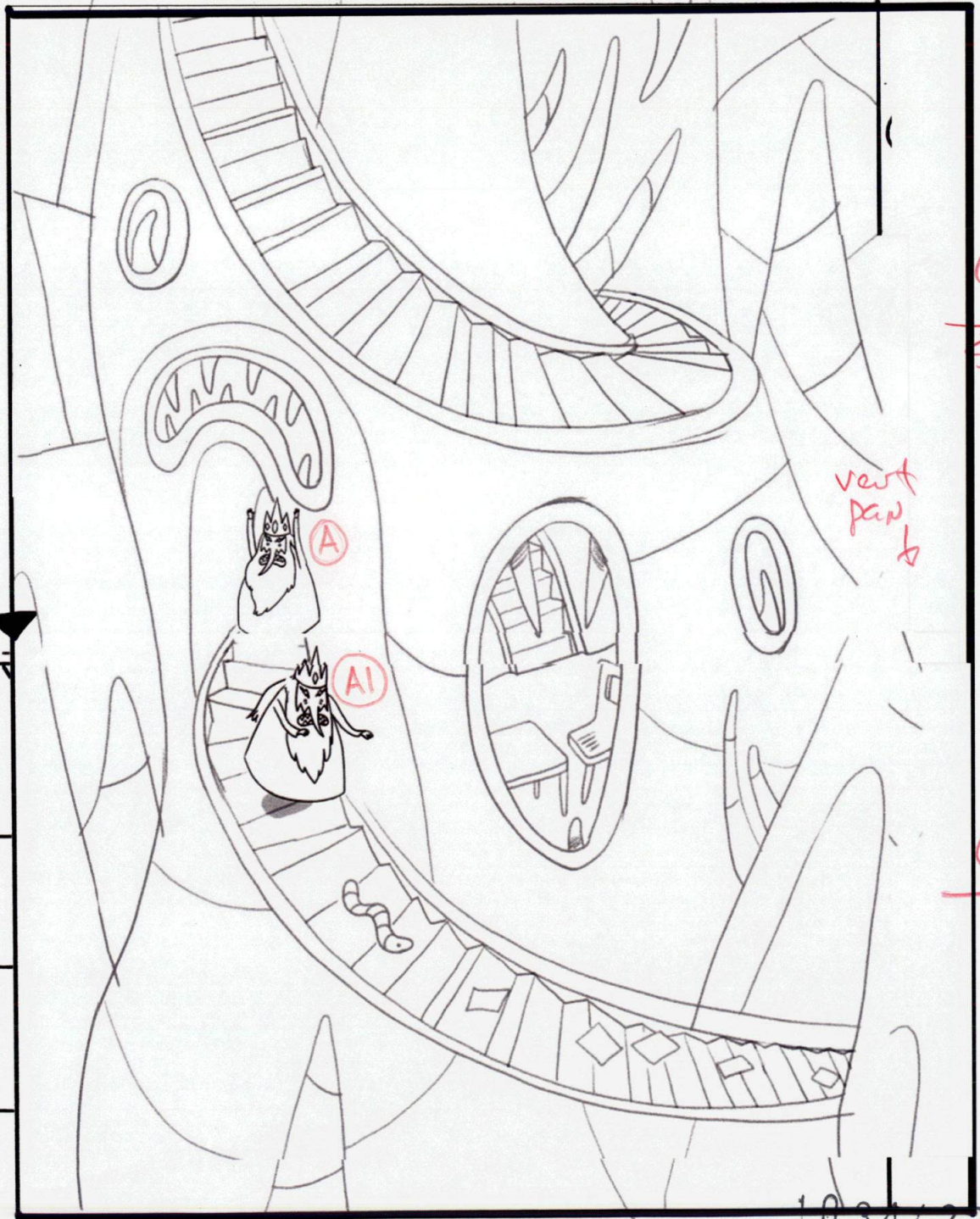
Pnl. A

Bg.



Dialog:	IK: Get back here you worm!
Action:	- IK chasing a worm down the stairs.
Timing:	 

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Start

on Bg
A start

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Pan

worm IK
A stop

Production :

stop

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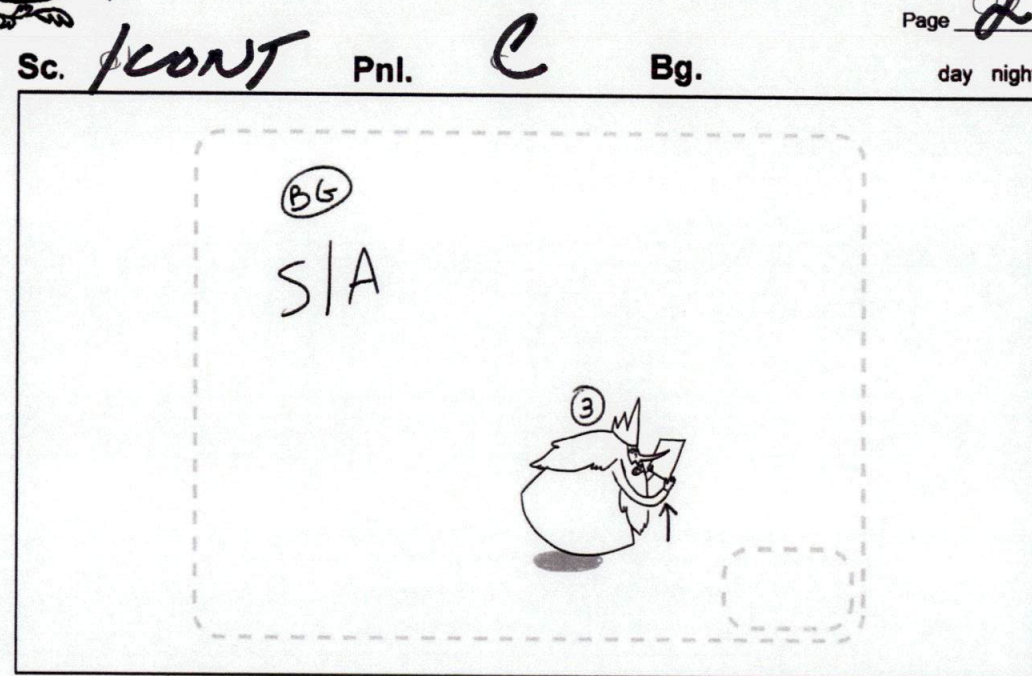
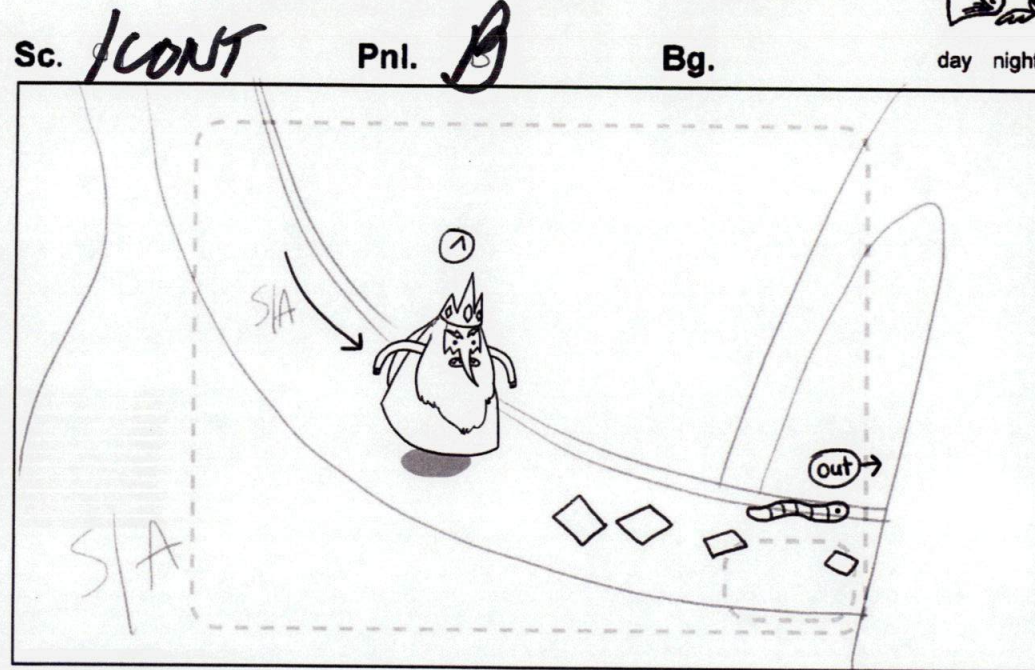
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ADVENTURE TIME



Page 2
day night



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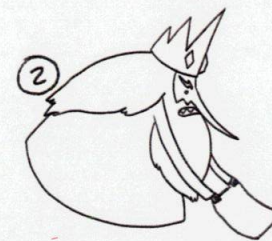
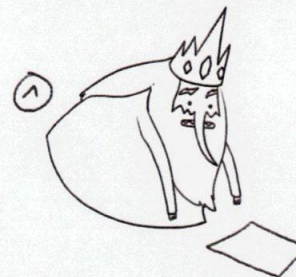
Dialog:

IK: What? The last chapter of
"Cosmic Kissing"?

Action:

Timing:

-IK sees papers on the stairs
and stops



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-IK Picks up the first piece of paper.

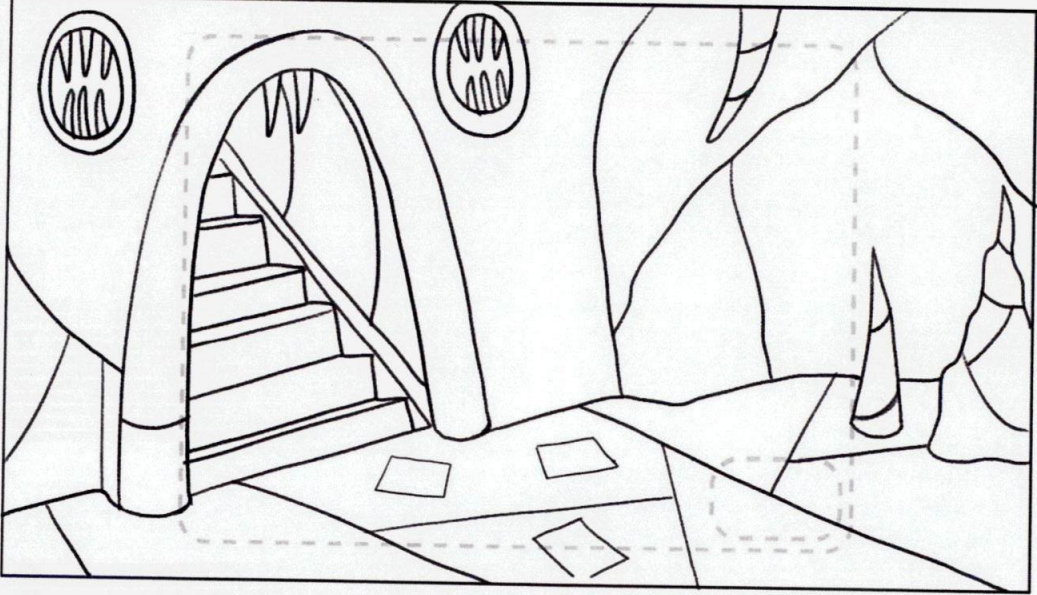
Production :

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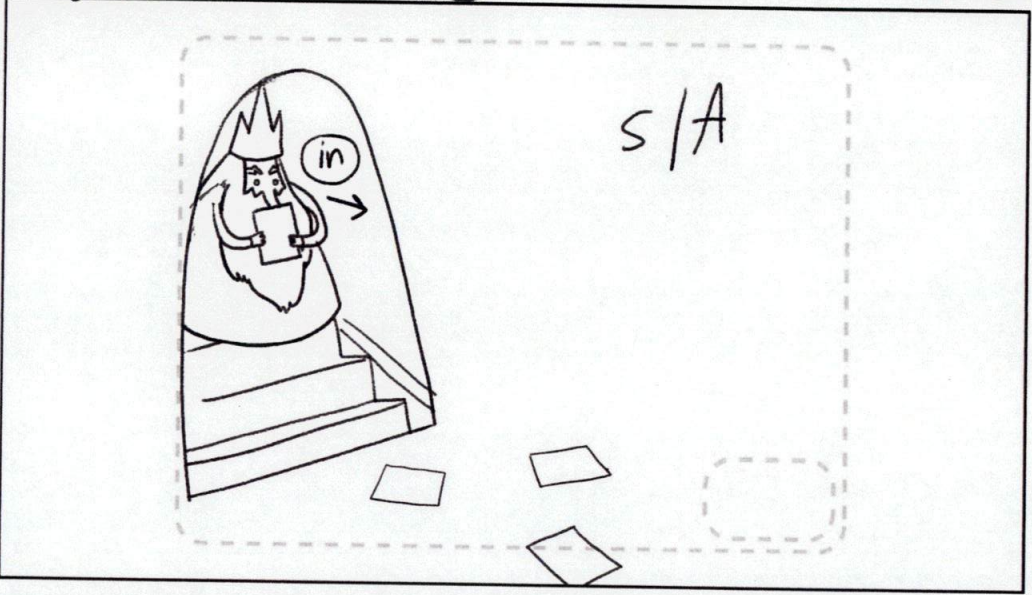
ADVENTURE TIME



Sc. 2 Pnl. A Bg. day night



Sc. 2 CONT Pnl. B Bg. day night Page 3



Dialog:
Action:
Timing:

-IK WALKS ON/S.

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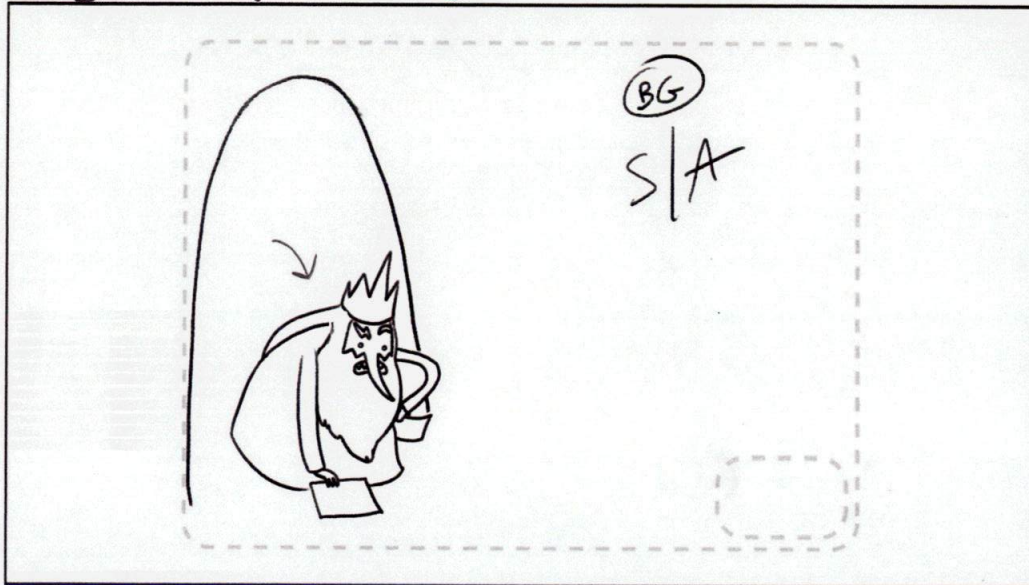


Page 4

Sc. 2 CONT Pnl. C

Bg.

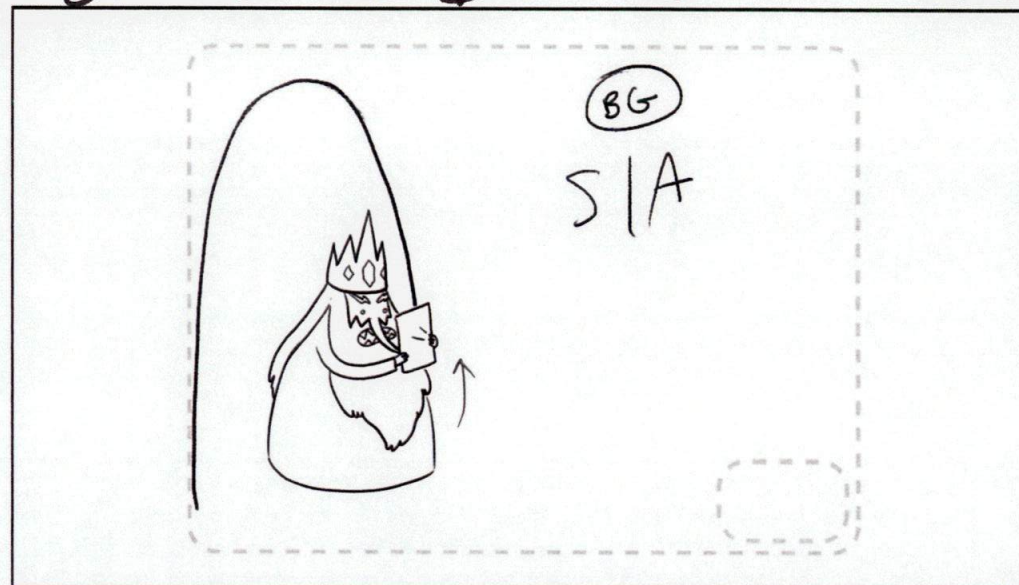
day night



Sc. 2 CONT Pnl. D

Bg.

day night



Dialog:

IK: My stirring lyrical interlude from
"Fionna goes to the market?"

Action:

-IK PICKS UP PAGE

Timing:

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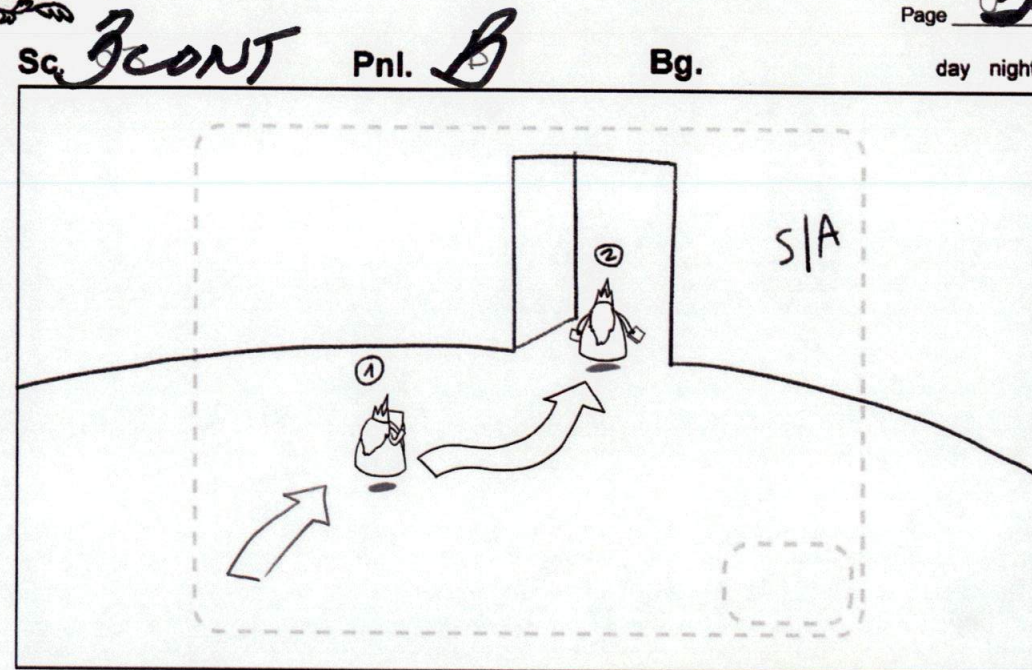
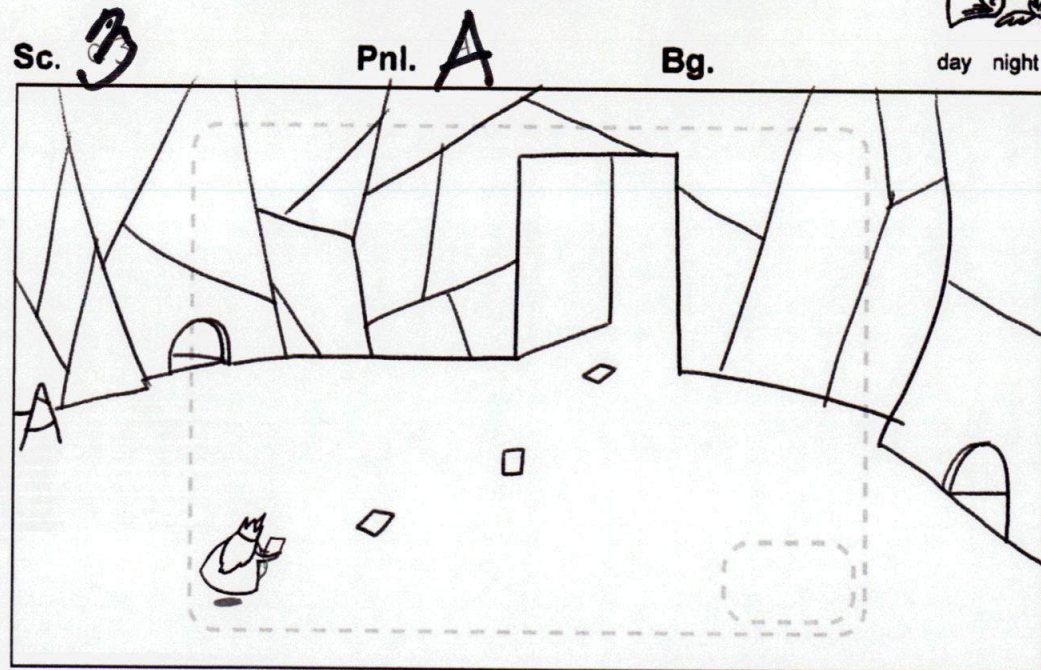
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ADVENTURE TIME



Page 5



Dialog:

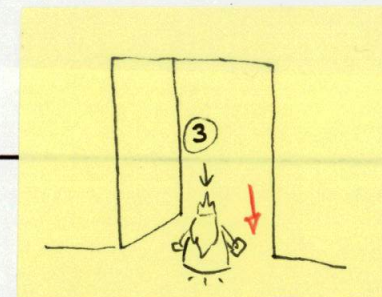
BEARD cycle (A)/(A1)

IK: ① The epilogue from "Flame Prince Breaks a sweat" !

② GASP!

Action: -IK fleeing to each piece of paper,
Picking them up faster + faster.

Timing:



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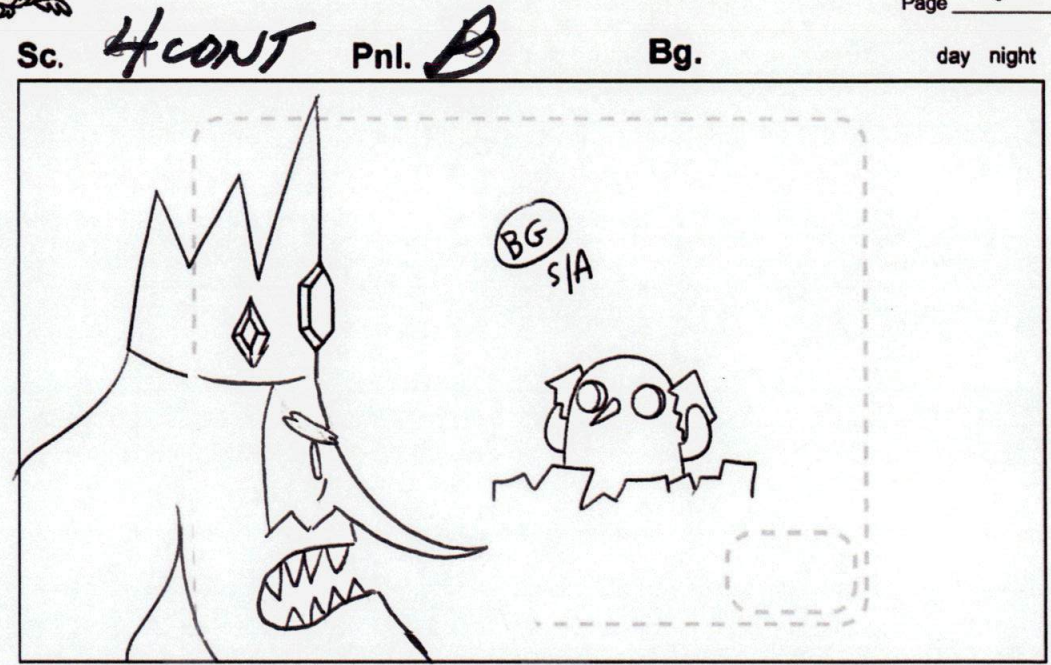
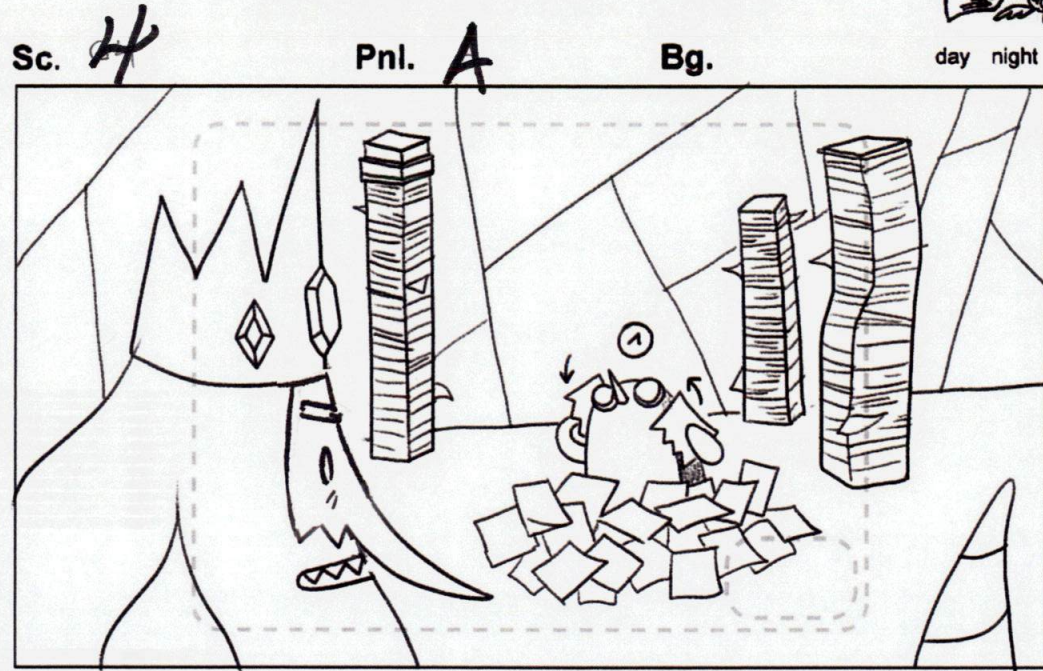
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ADVENTURE TIME



Page 6



Dialog:

SFX: * SHFF - SHFF *

Action:

- GUNTHER RUBS PAGES ON HIS FACE

Ⓒ stops

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Timing:

- Alternate between
① and ②



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Production :

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ADVENTURE TIME



NO SC'S
5-6

Page 7
NO PG 8
day night

Sc. 4 CONT Pnl. C

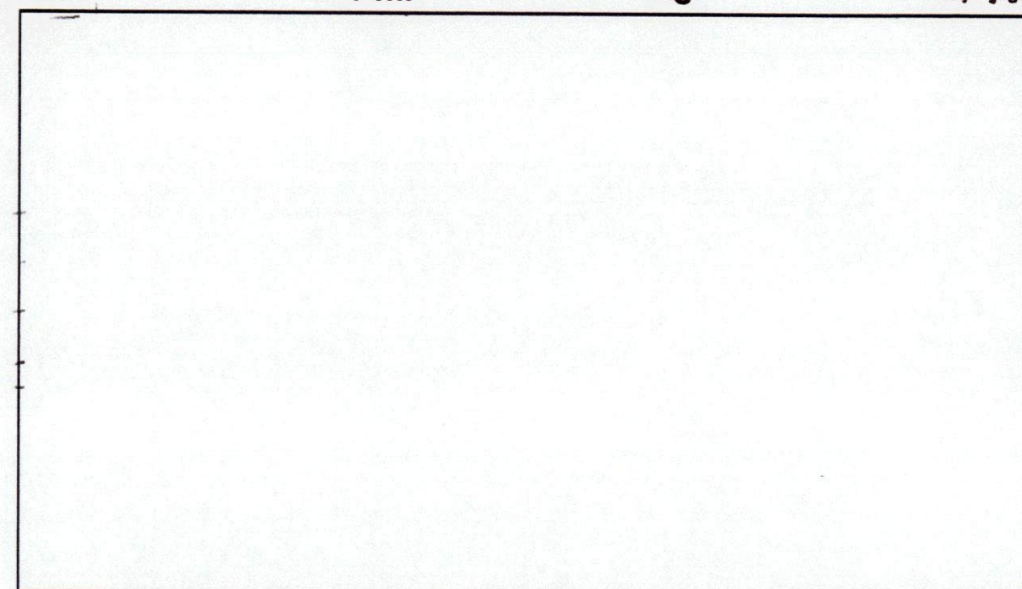
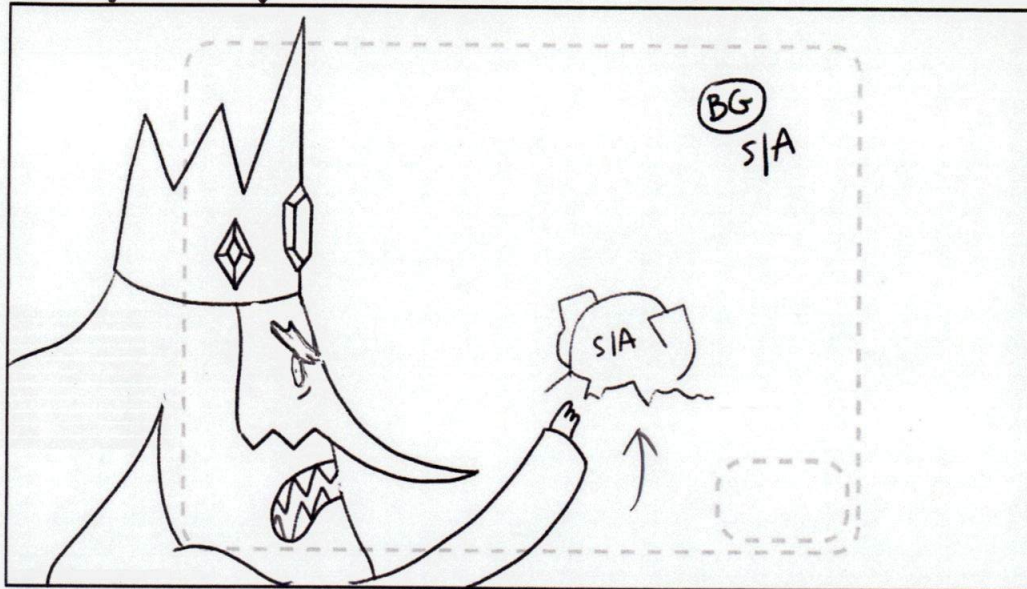
Bg.

day night

Sc.

Pnl.

Bg.



Dialog:

IK: Who gave you permission to
edit my fanfiction?

Action:

Disdainfully throws the papers
away.

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Timing:

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ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. 7 Pnl. A Bg. day night

Dialog: IK: Prepare-to-be-punished!

Action: voice: Said slowly in a low hiss.

Timing: OCT 30 2015

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Production :

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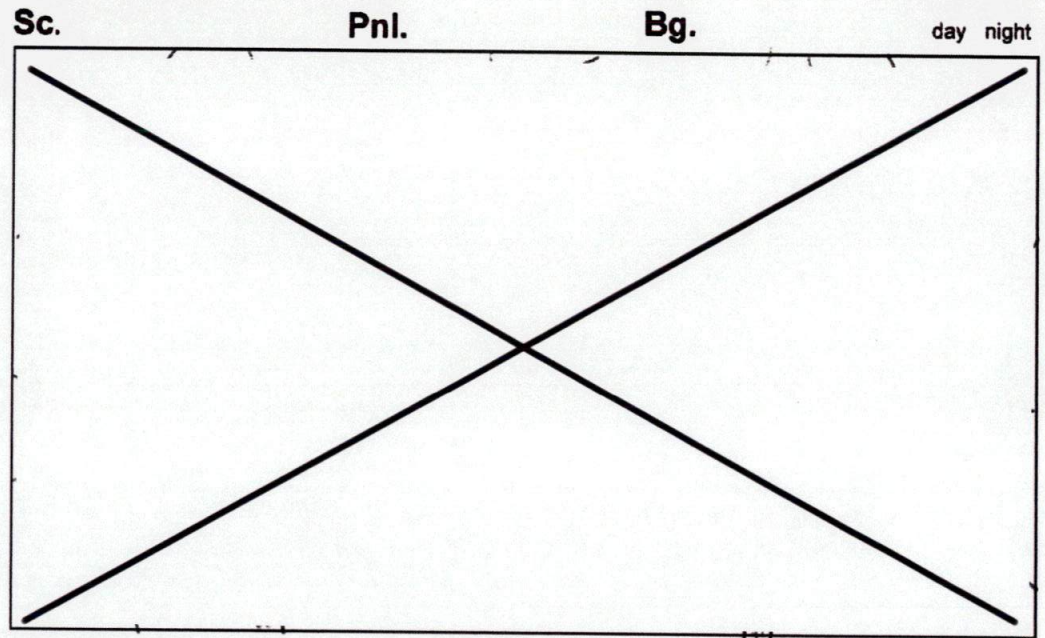
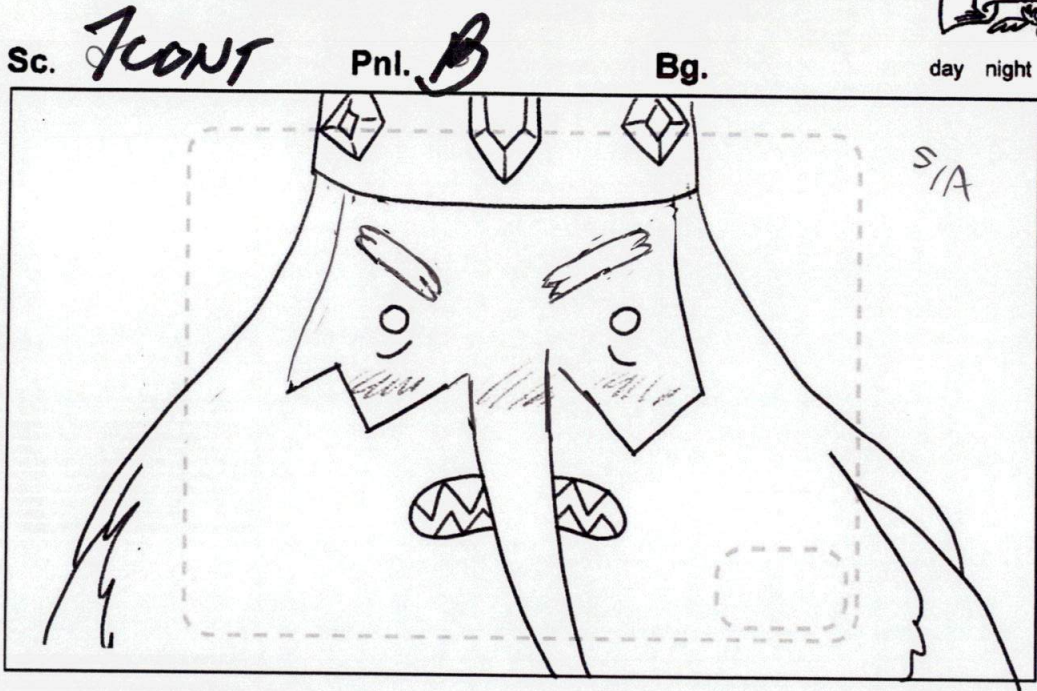
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ADVENTURE TIME



No Sc 8

Page 10



Dialog:	<u>IK</u> : But first. What-did-you-think?
Action:	Same slow low hiss. slightly blushes
Timing:	

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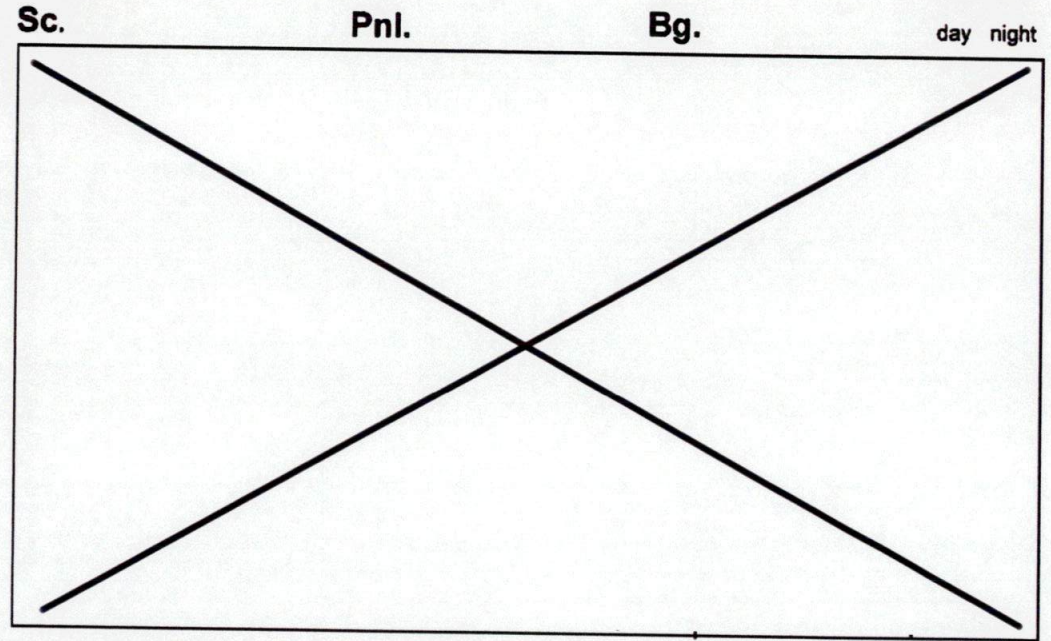
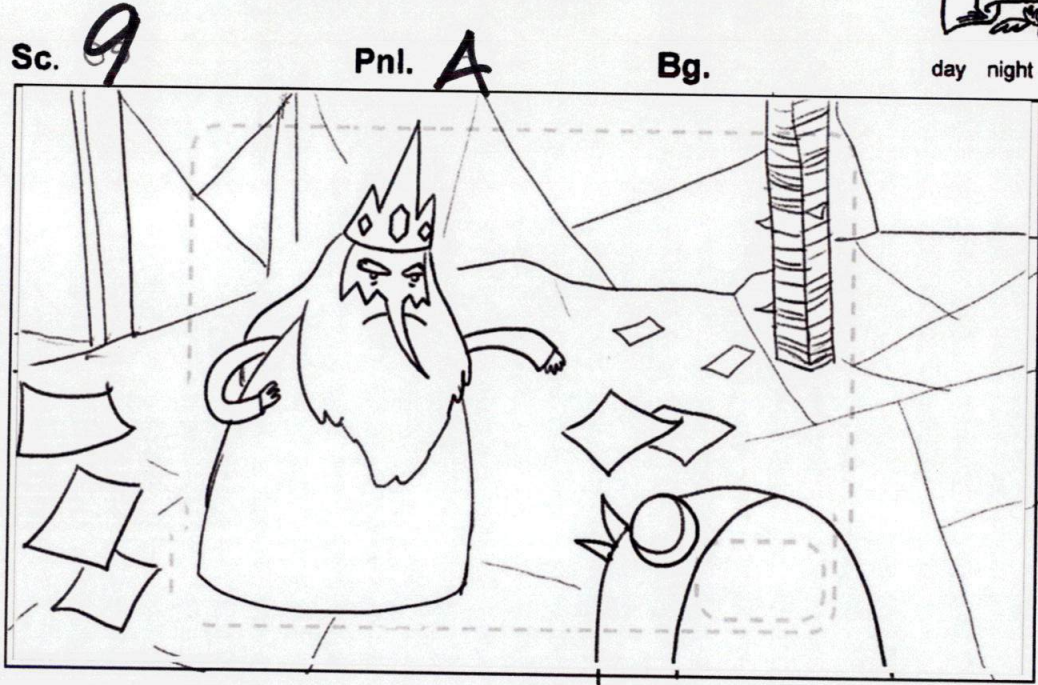
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ADVENTURE TIME



Page 11



Dialog:	<u>G: WENK!</u>
Action:	- 1k DROPS PAPERS.
Timing:	OCT 30 2015

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Production :

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ADVENTURE TIME



Sc. **9 CONT**

Pnl. **B**

Bg.

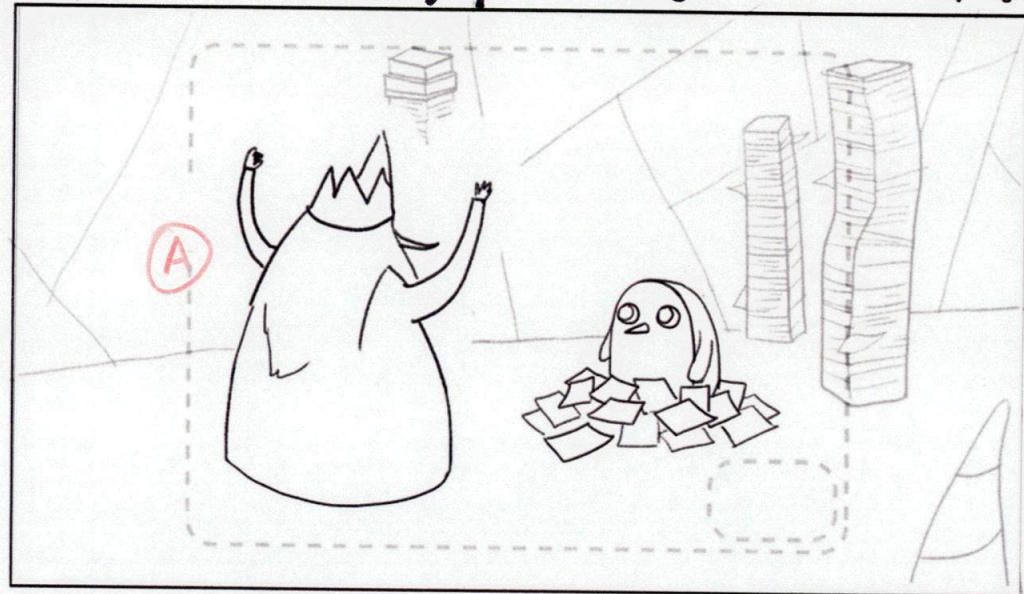
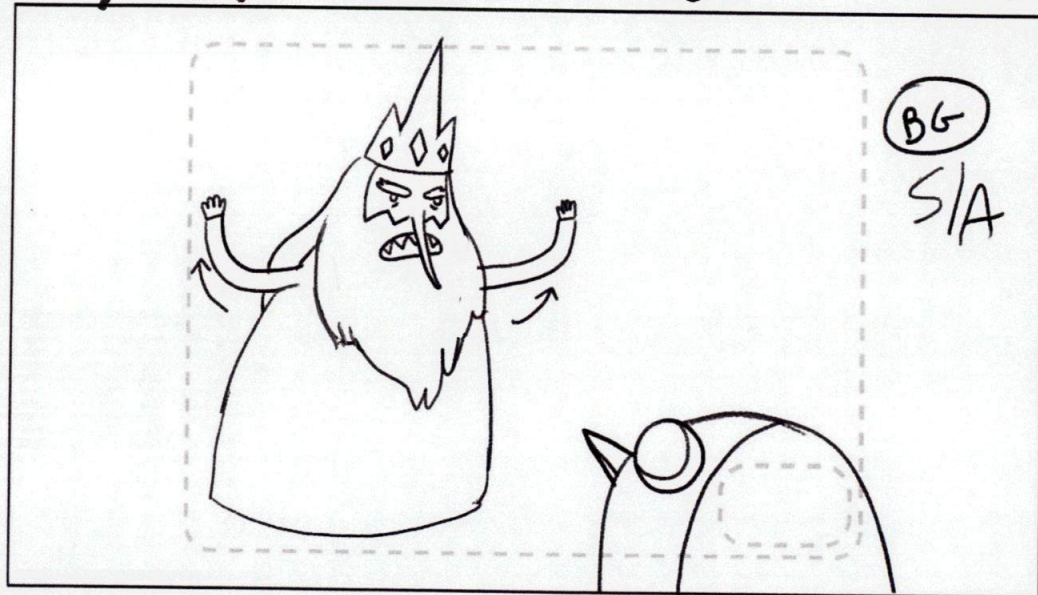
day night

Sc. **10**

Pnl. **A**

Bg.

Page **12**
day night



EPISODE # **1034-237**

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Dialog:

IK: Great critique!

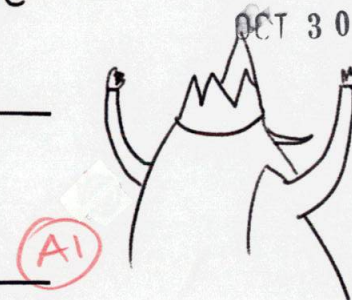
IK: I'd love to hear your thoughts on...

Action:

- IK charges up Ice Magic

Timing:

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Production :

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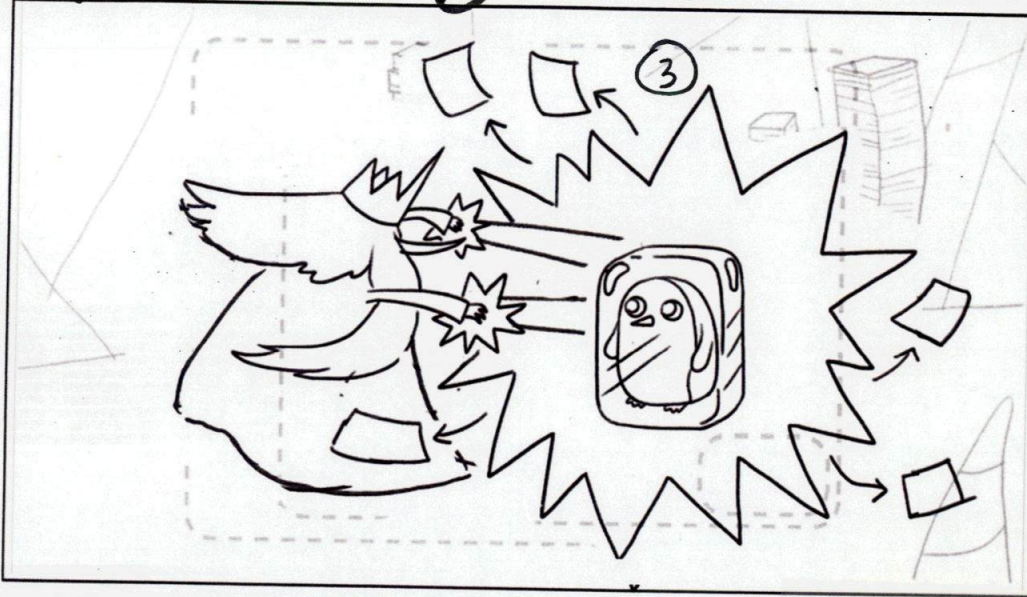
ADVENTURE TIME



Sc. 10 CONT Pnl. B

Bg.

day night

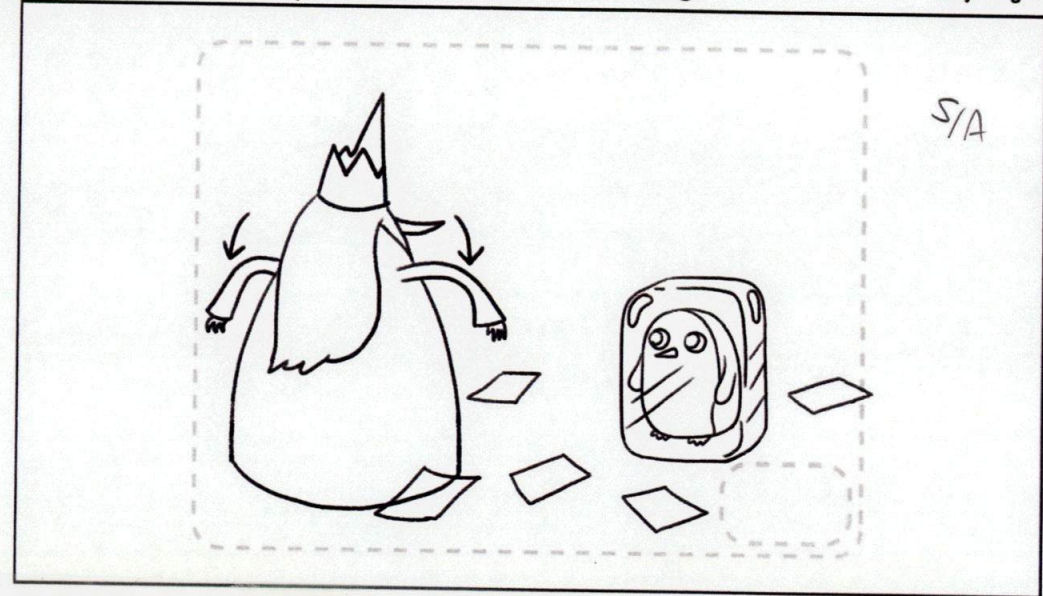


Sc. 10 CONT Pnl. C

Bg.

Page 13

day night



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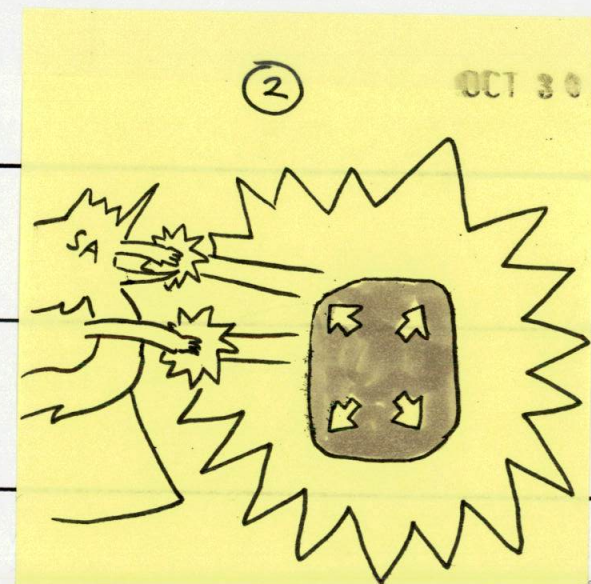
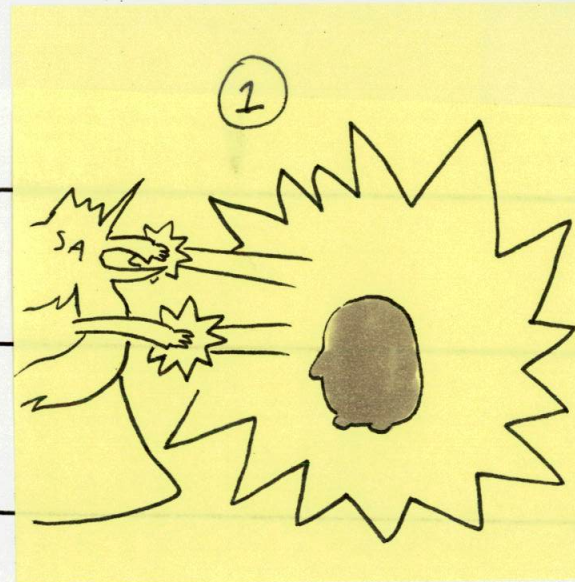
Dialog:

IK: THIS!

Action:

-IK FREEZES GUNTER.

Timing:



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1034-237

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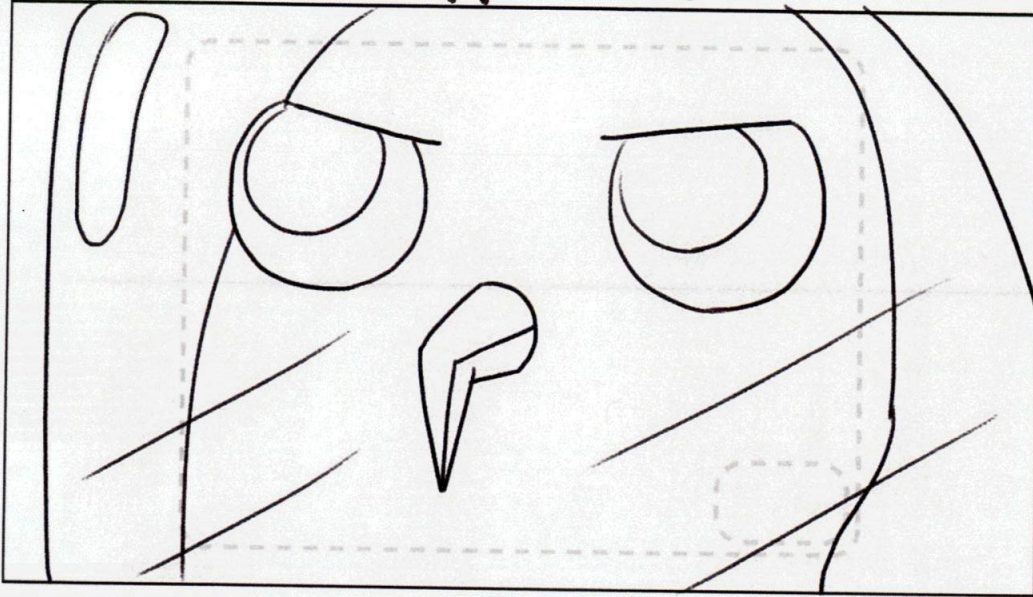


Sc. 11

Pnl. A

Bg.

day night

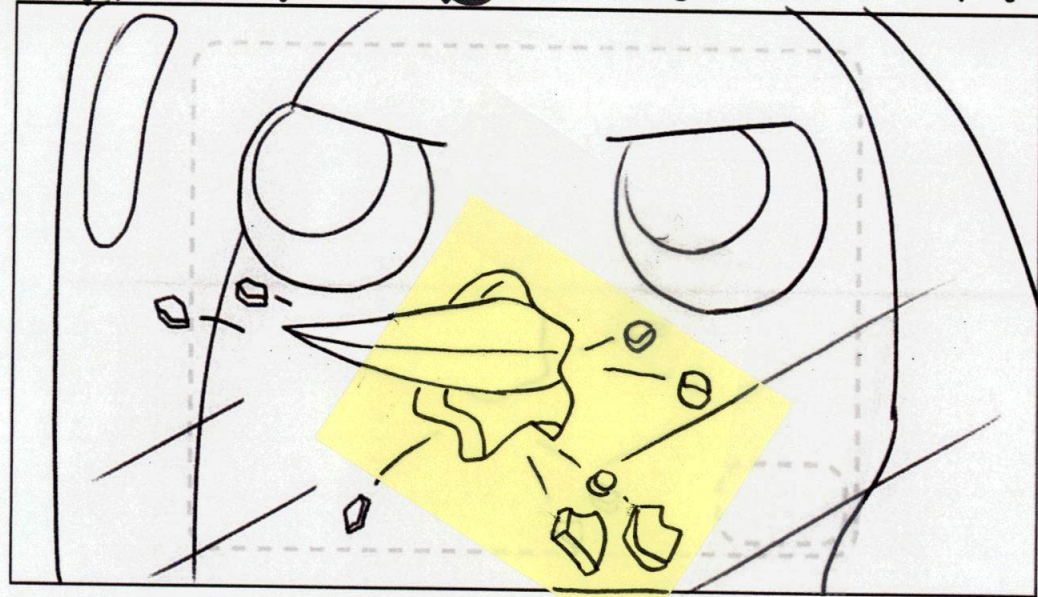


Sc. 11 CONT Pnl. B

Bg.

Page 14

day night



Dialog:

SFX : CREEEAK

SFX : CRACK

Action:

- G's Beak breaks through
ICE

OCT 30 2015

Timing:

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Production :

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ADVENTURE TIME



No Sc 12

Next Pg 12

Page **15**
NO PG 16
day night

Sc. **11 CONT**

Pnl. **C**

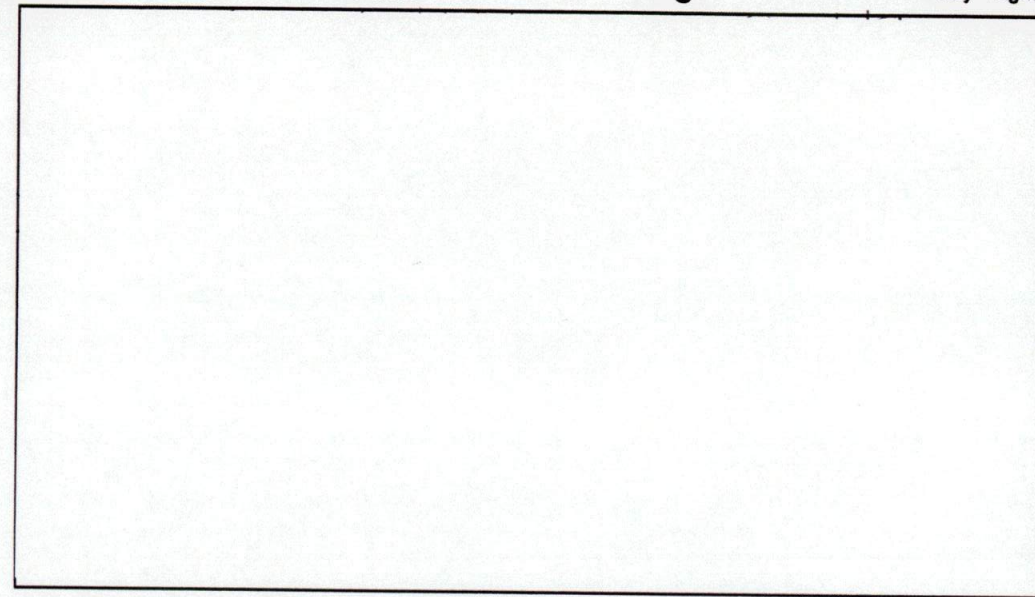
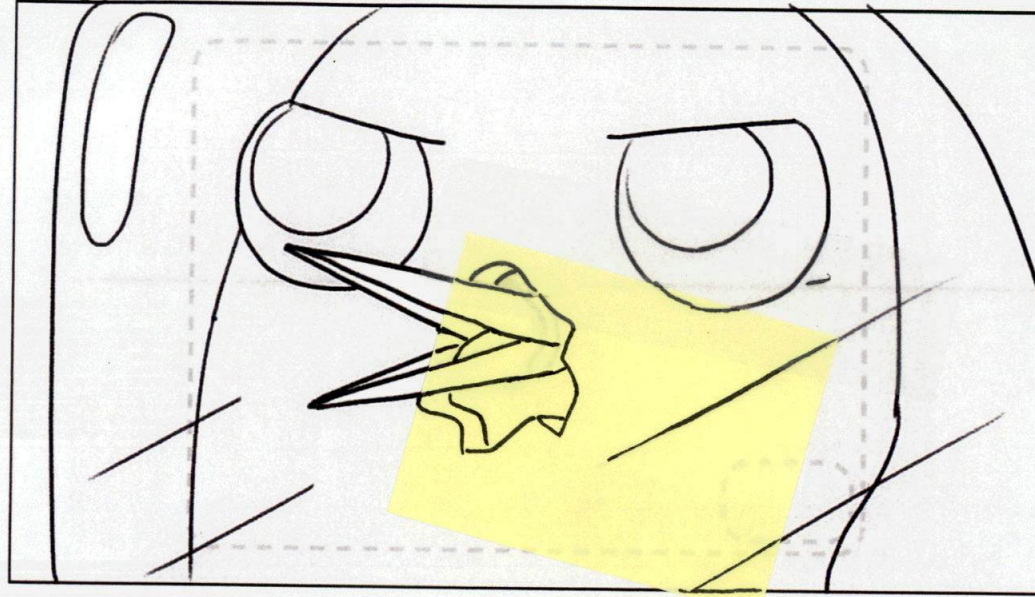
Bg.

day night

Sc.

Pnl.

Bg.



<p>Dialog:</p> <p><u>G</u> : WENK!</p> <p><u>IK</u> : PSH!</p>	
<p>Action:</p> <p style="text-align: right;">OCT 30 2015</p>	
<p>Timing:</p>	

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ADVENTURE TIME

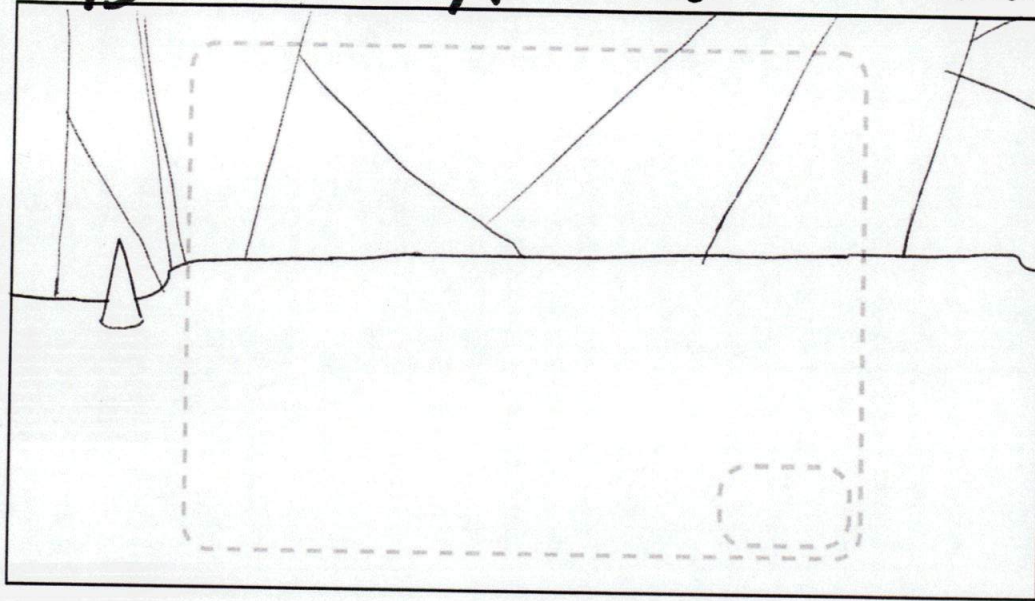


Sc. **13**

Pnl. **A**

Bg.

day night

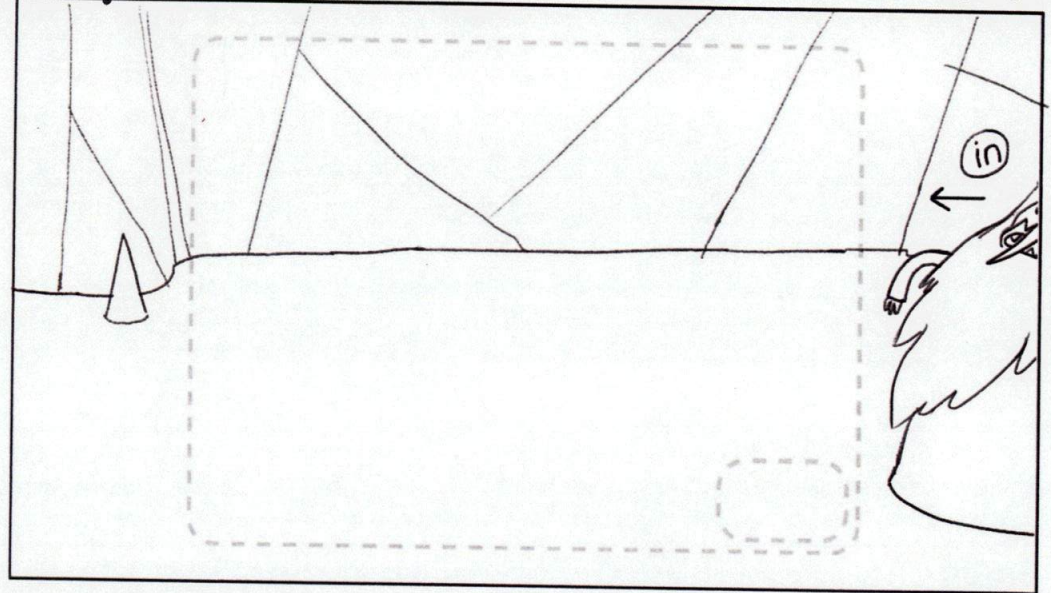


Sc. **13 cont** Pnl. **B**

Bg.

Page **17**

day night



EPISODE # **1034-237**

Dialog:

Action:

-IK MARCHES ON/S.

OCT 30 2015

Timing:

Production :

1034/237

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ADVENTURE TIME



Page 18
day night

Sc. 13 cont Pnl. C

Bg.

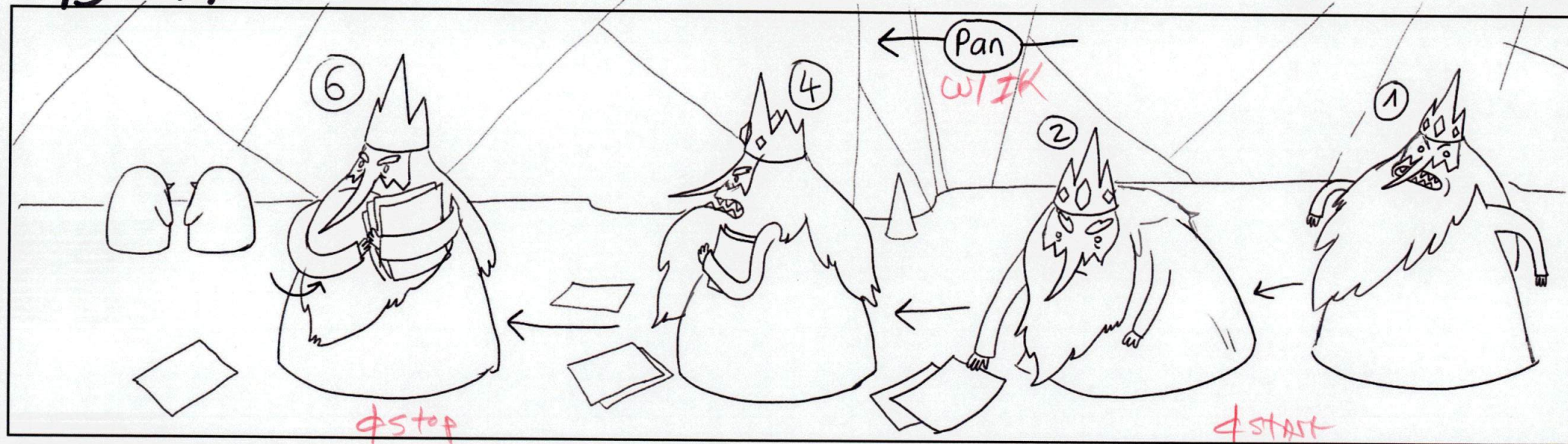
day night

Sc.

Pnl.

Bg.

day night



EPISODE # 1034-237

(START)

1034/237

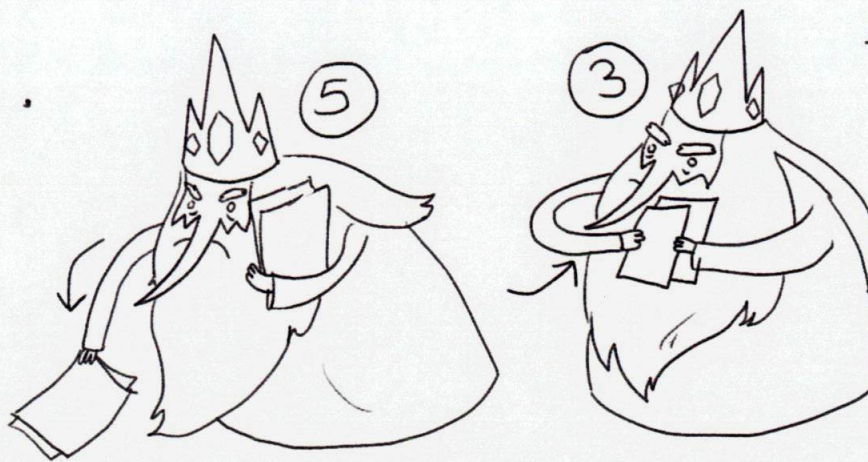
Dialog:

① IK: I don't need an editor.

Action:

- IK GATHERS UP w/
- PAN w/ IK

Timing:



④ IK: I'm MY OWN EDITOR.

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Production :

1034/237

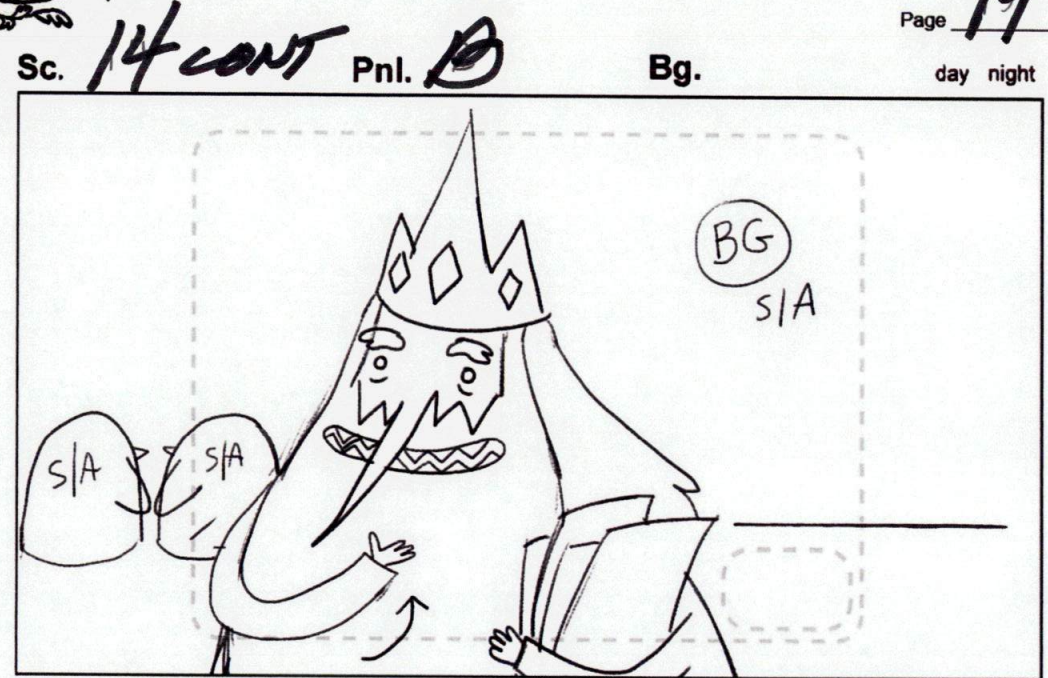
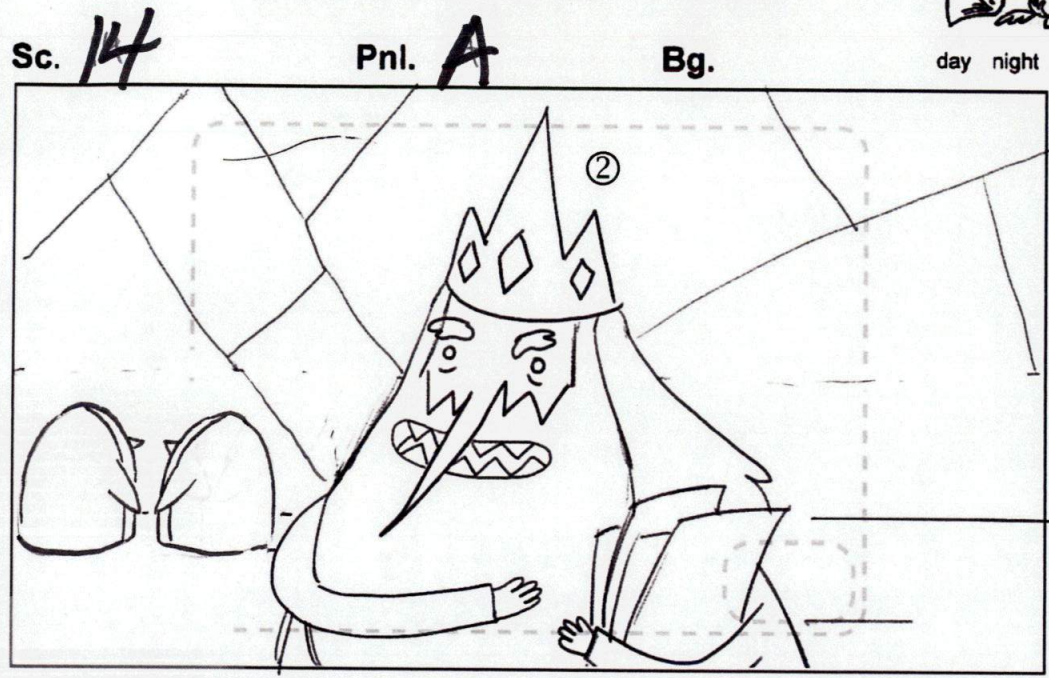
1034, 237

STOP

ADVENTURE TIME



Page 19
day night



Dialog: IK: Editor - In - King.

Action: SFX: Ripping tape in BG

Timing:

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chin rub: alternate between B1 and B2

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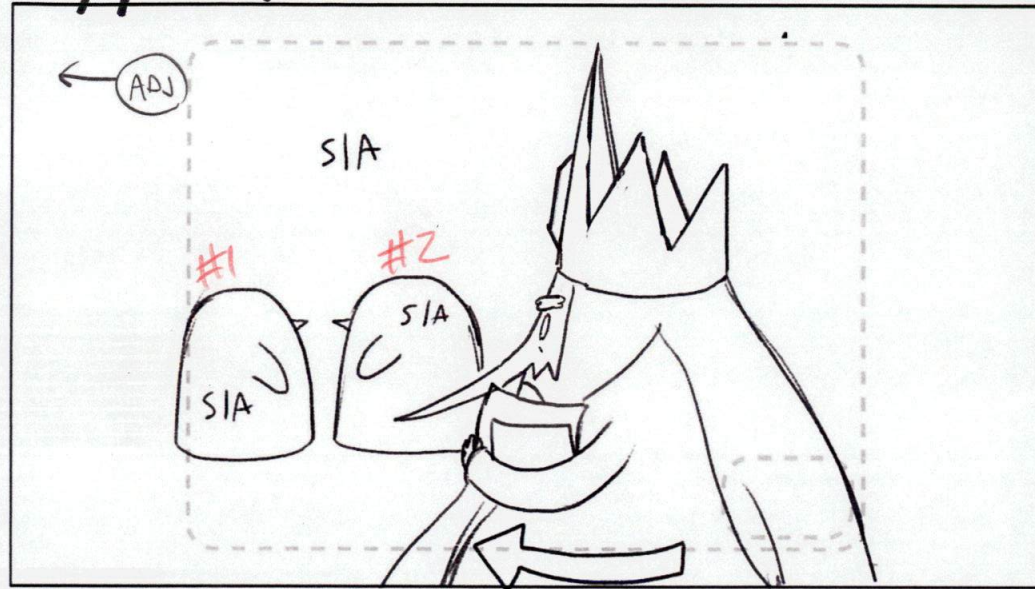


Page **20**

Sc. **14 cont** Pnl. **C**

Bg.

day night

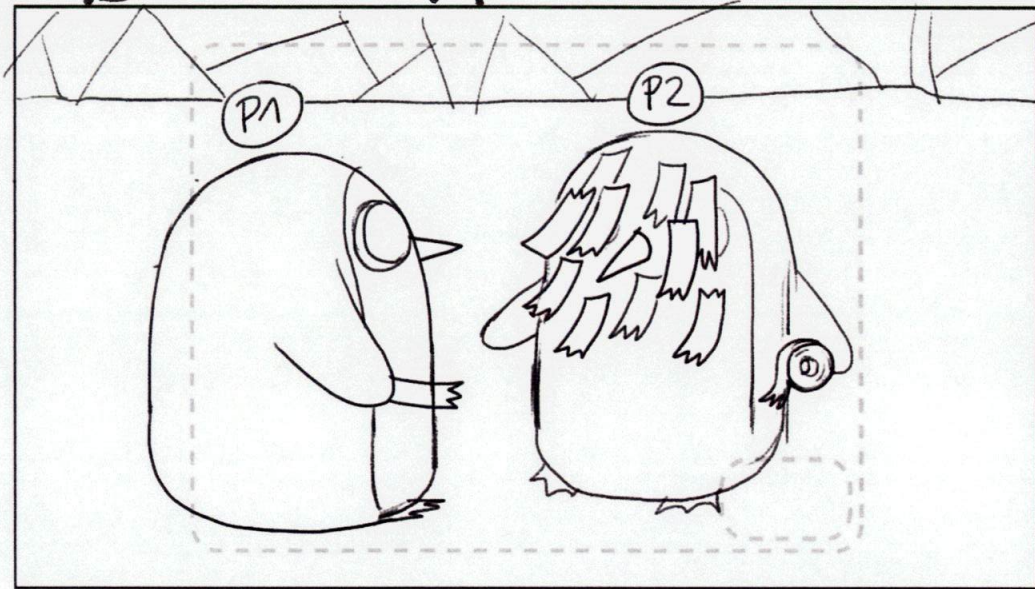


Sc. **15**

Pnl. **A**

Bg.

day night



EPISODE # **1034-237**

Dialog:

IK: Huh?
SFX: <TAPE RIPS>

Action:

- IK turns
- ADJ - LEFT w/ IK

Penguin ② has pieces of tape all over its face.
P① is holding a piece of tape. OCT 30 2015

Timing:

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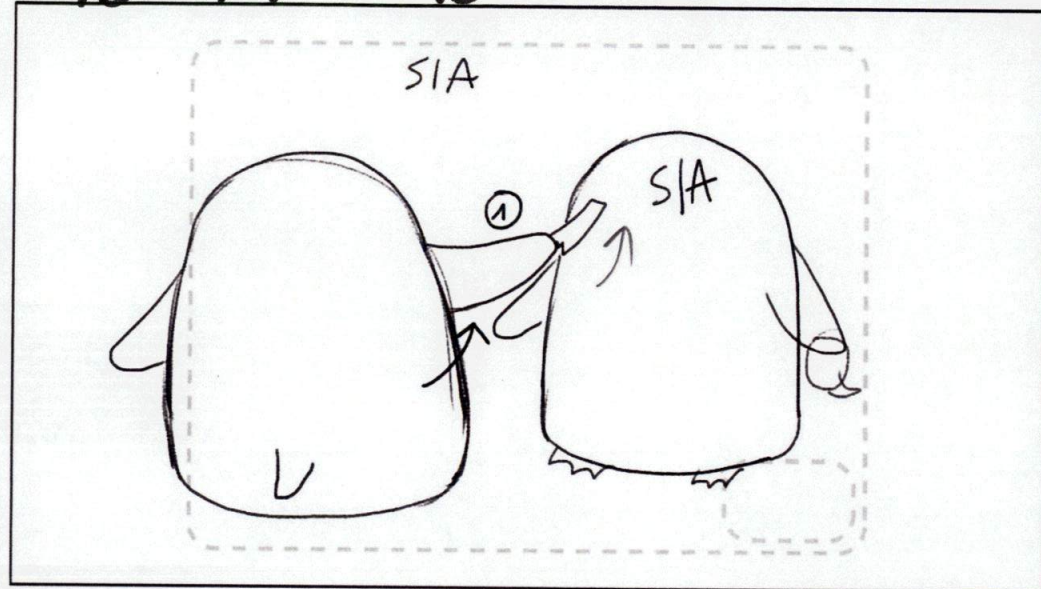


Page **21**
day night

Sc. **15 CONT** Pnl. **B**

Bg.

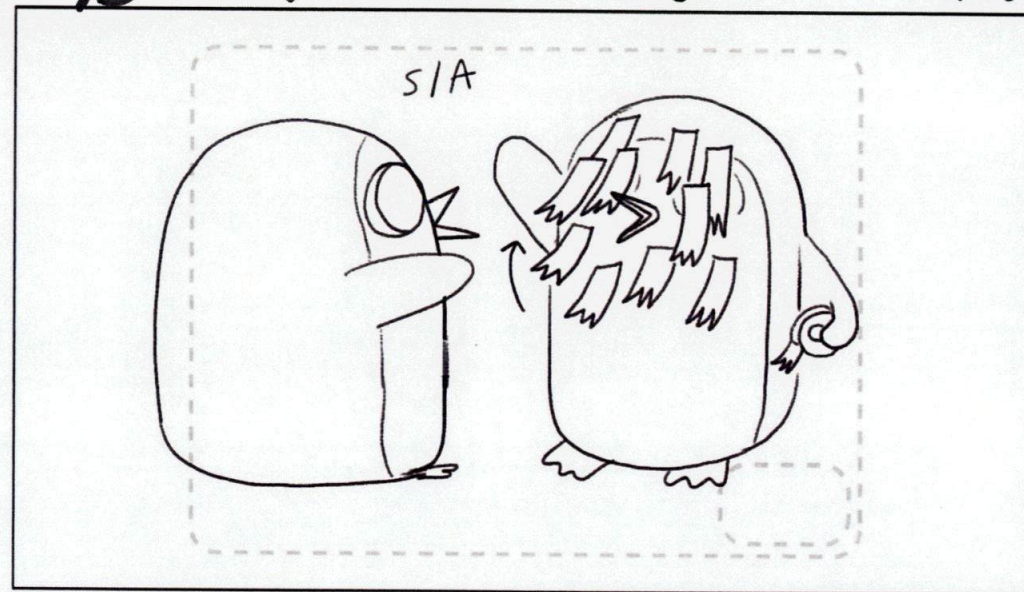
day night



Sc. **15 CONT** Pnl. **C**

Bg.

day night



EPISODE # **1034-237**

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Dialog:

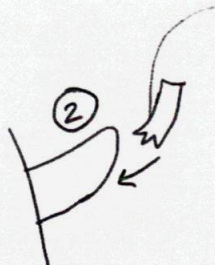
Penguins: WENK! WENK! WENK! WENK!
(laughing)

ALT / DEADPAN "HAHAHA"

Action:

P1 sticks the piece of tape on P2

Timing:



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Production :

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ADVENTURE TIME



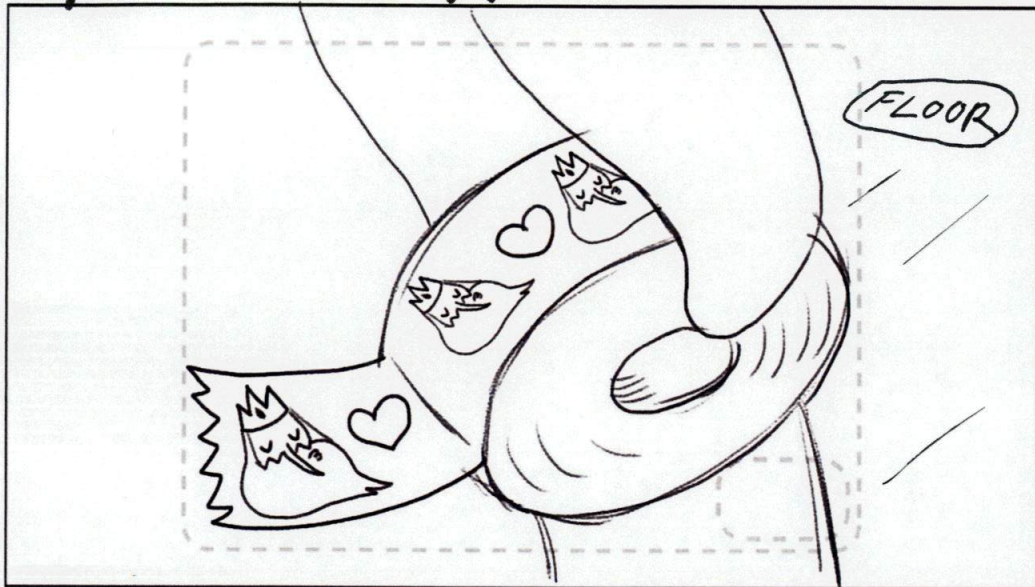
Page **22**
day night

Sc. **16**

Pnl. **A**

Bg.

day night

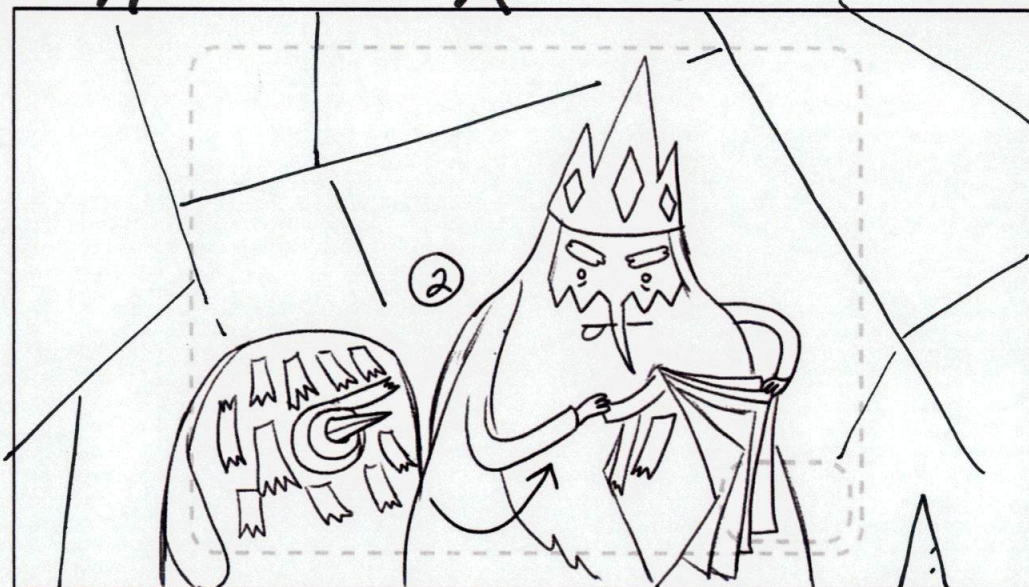


Sc. **17**

Pnl. **A**

Bg.

day night



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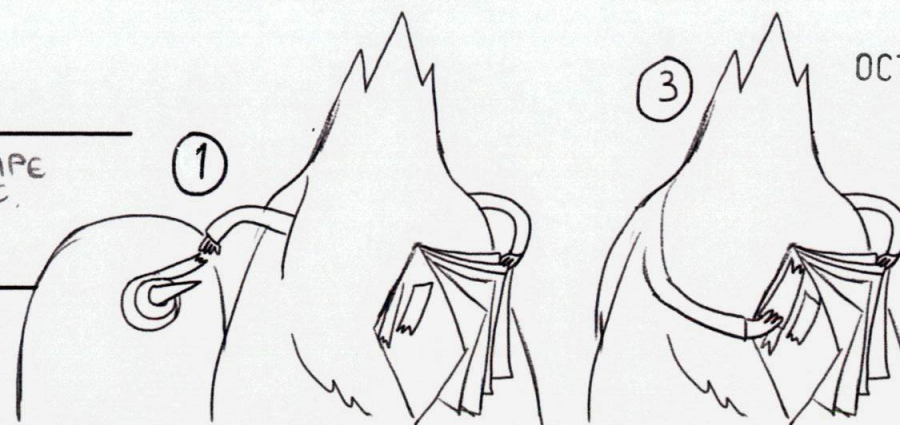
Dialog:

IK V/O: My custom tape.

Action:

-IK PUTS TAPE
ON FANFIC.

Timing:



Production :

1034/237

ADVENTURE TIME

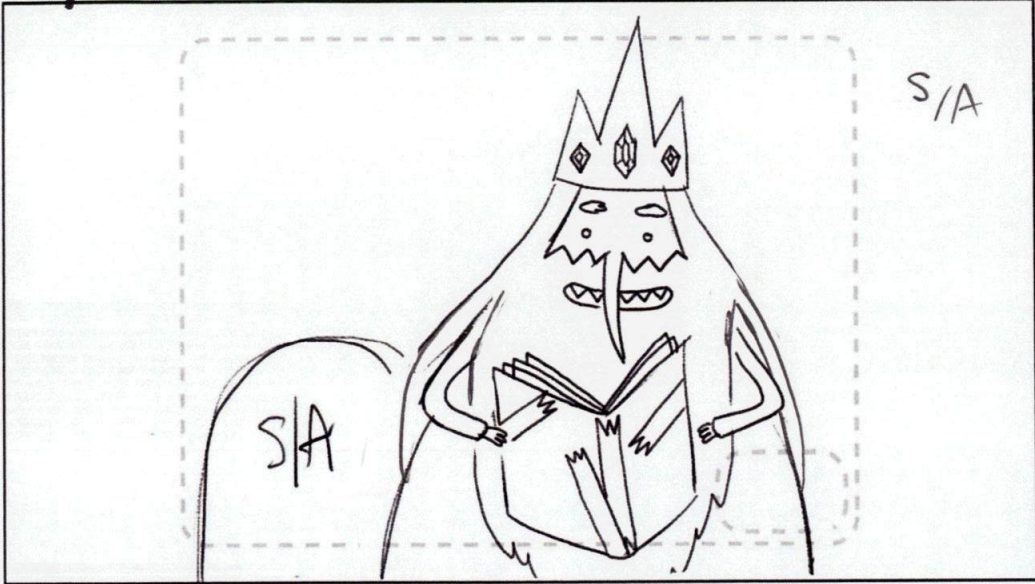


Page **23**

Sc. **17 CONT** Pnl. **B**

Bg.

day night

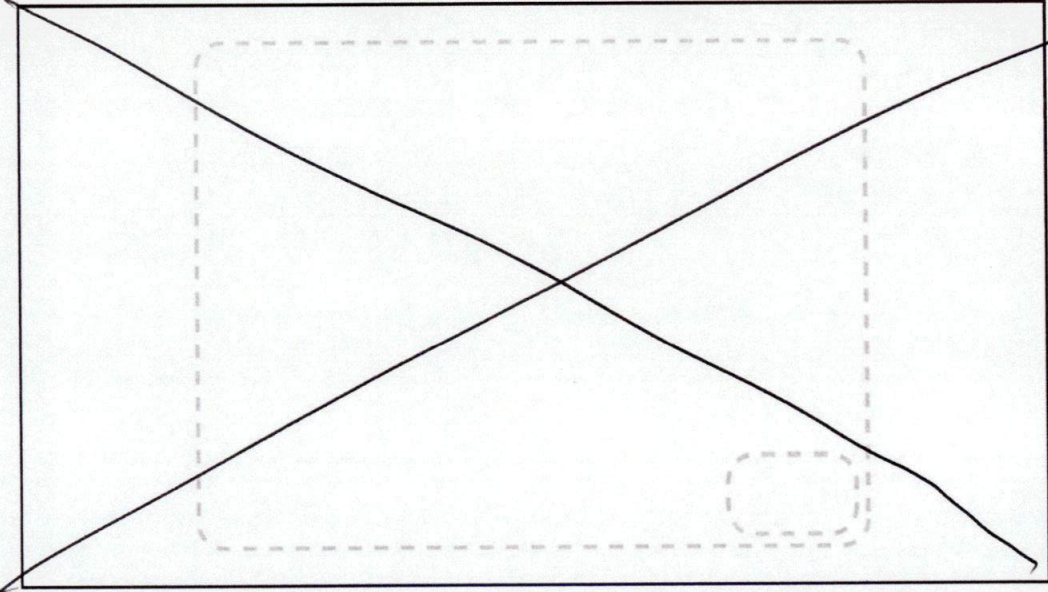


Sc.

Pnl.

Bg.

day night



Dialog:

IK: ♪ REMIX! ♪

Action:

-IK Flips through the newly taped book

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Timing:

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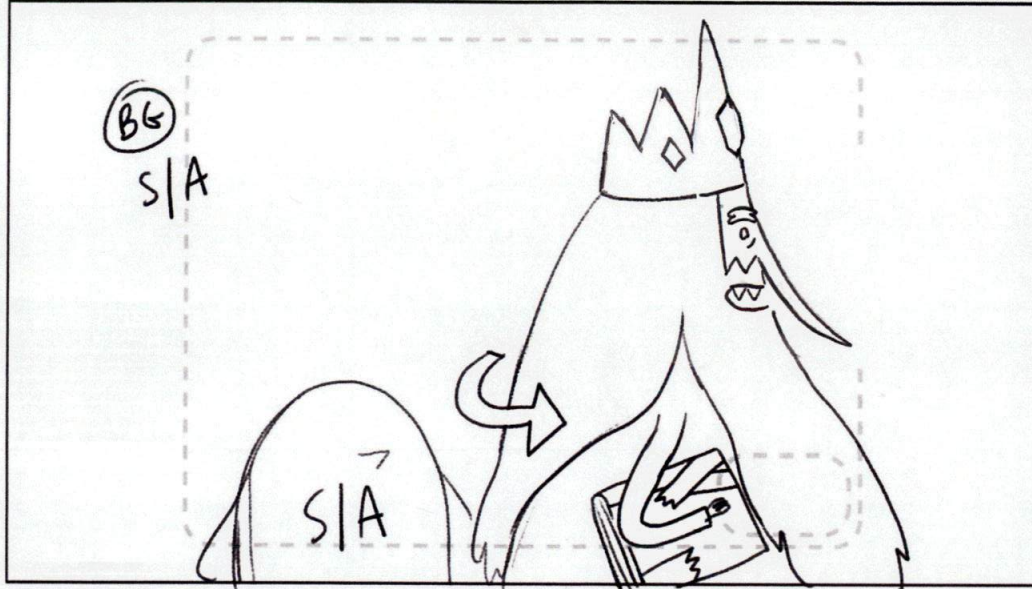
ADVENTURE TIME



Sc. **17 CONT** Pnl. **C**

Bg.

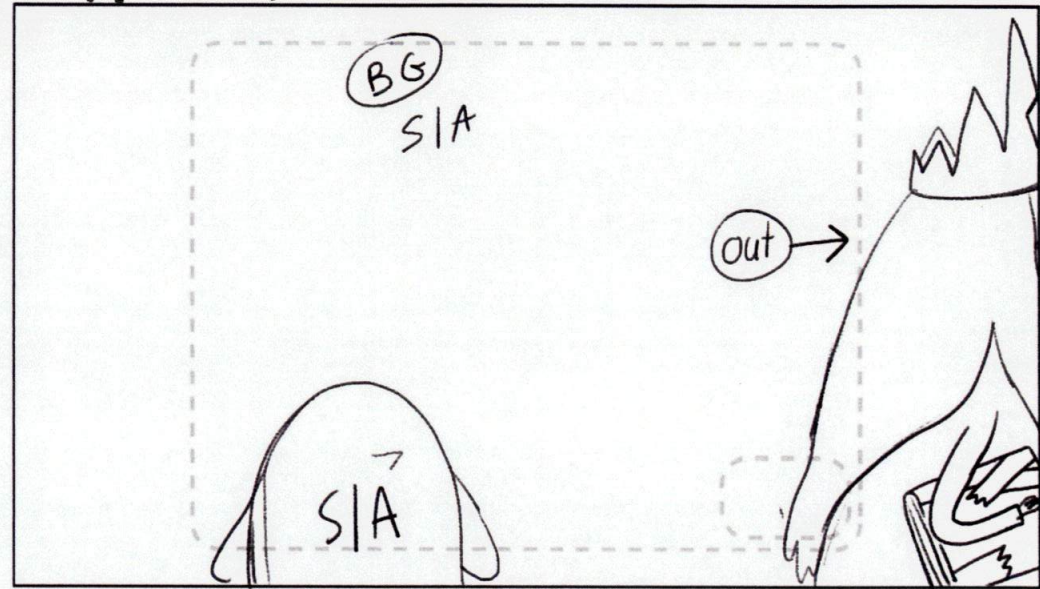
day night



Sc. **17 CONT** Pnl. **D**

Bg.

day night



Dialog:

Action:

- lk WALKS off/si

OCT 30 2015

Timing:

EPISODE # **1034-237**

Production :

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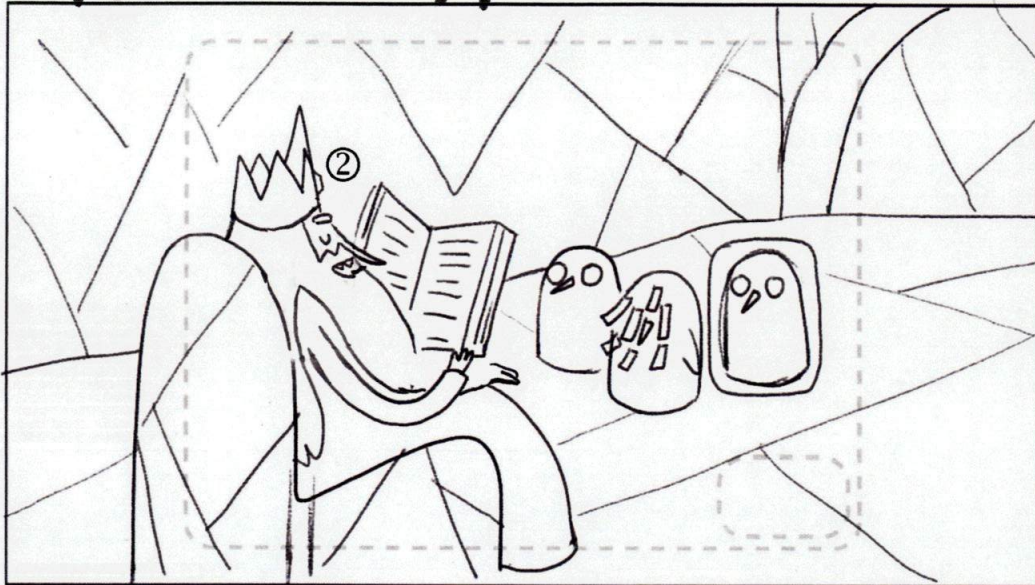
1034/237

ADVENTURE TIME

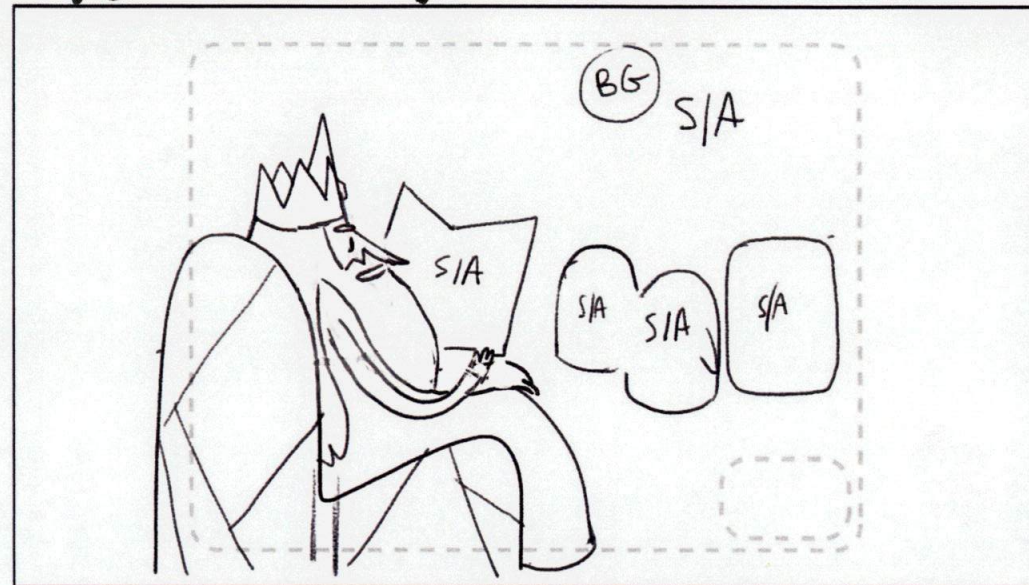


Page **25**
807626
day night

Sc. **18** Pnl. **A** Bg. day night



Sc. **18 cont** Pnl. **B** Bg. day night



Dialog:

IK: Ahem

IK: "Sunlight gleamed through the window. as Fiona sat patiently at the breakfast table..."

Action:

- IK SITS IN EASY CHAIR W/ FANFIC

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Timing:



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Production :

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ADVENTURE TIME

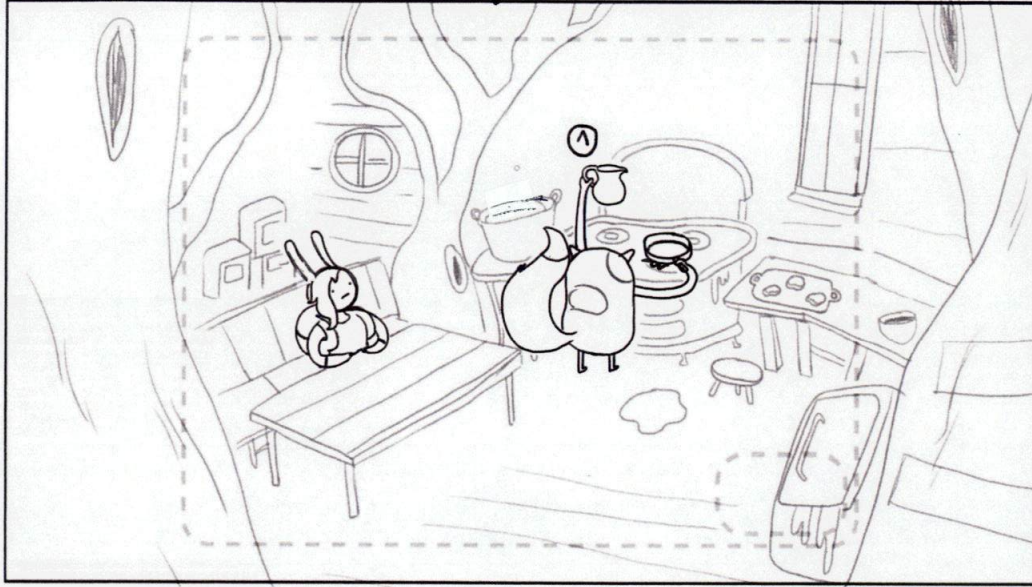


Sc. 19

Pnl. A

Bg.

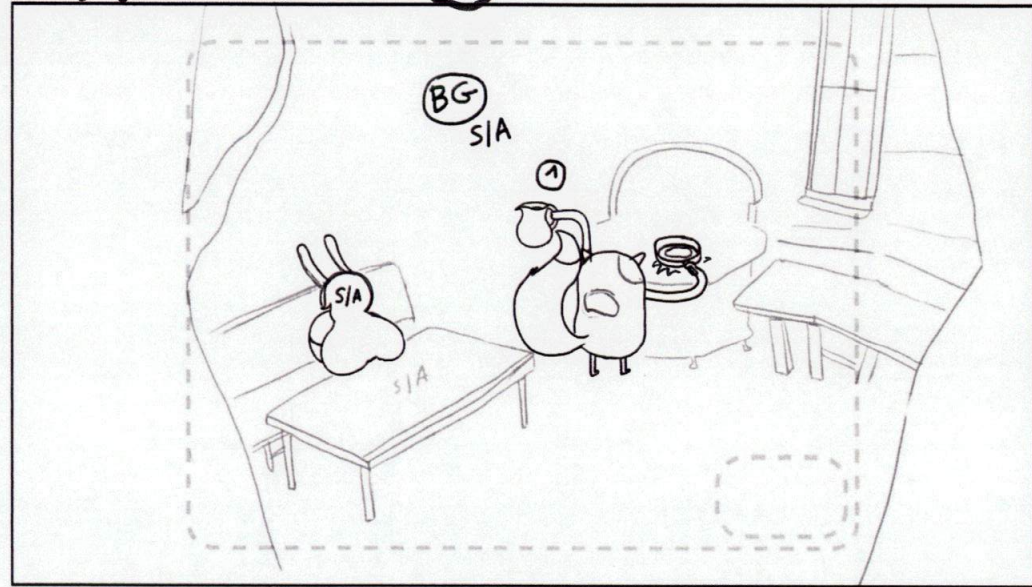
day night



Sc. 19 cont Pnl. B

Bg.

day night



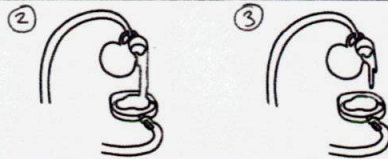
Dialog:

~~XX~~ X DISS

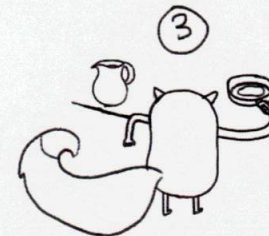
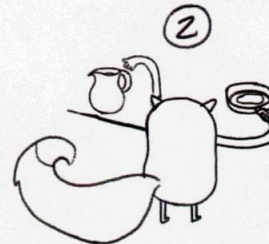
Action:

① Pouring batter into pan

Timing:



SFX: * HSSSS *



OCT 30 2010

Production :

EPISODE # 1034-237

ADVENTURE TIME



Page **28**

Sc. **19 cont** Pnl. **C**

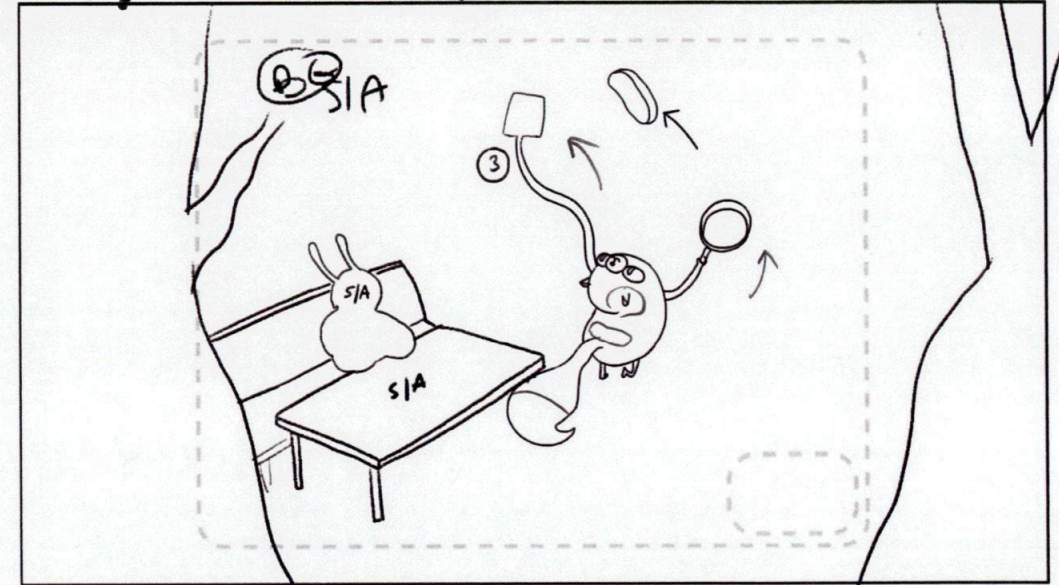
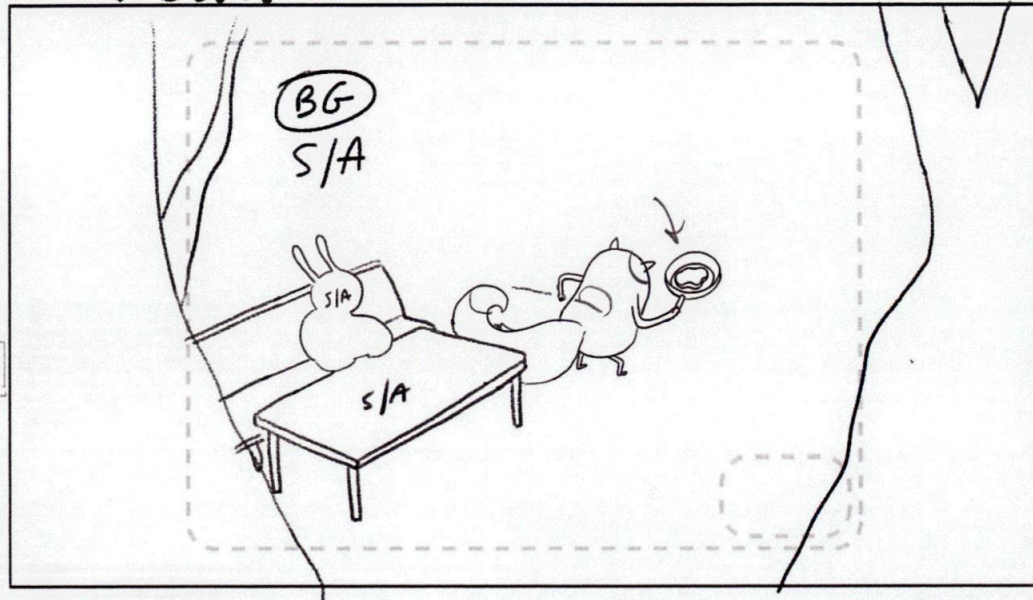
Bg.

day night

Sc. **19 cont** Pnl. **D**

Bg.

day night



Dialog:

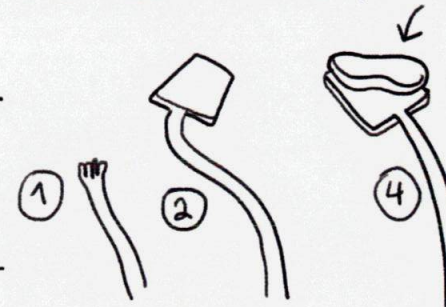
Cake: Hop!

Action: C spreading batter in pan

C's hand turns into a spatula.

- C. FLIPS PAN

Timing:



OCT 30 2015

Production :

EPISODE # 1034-237

1034/237

1034/237

1034/237

ADVENTURE TIME

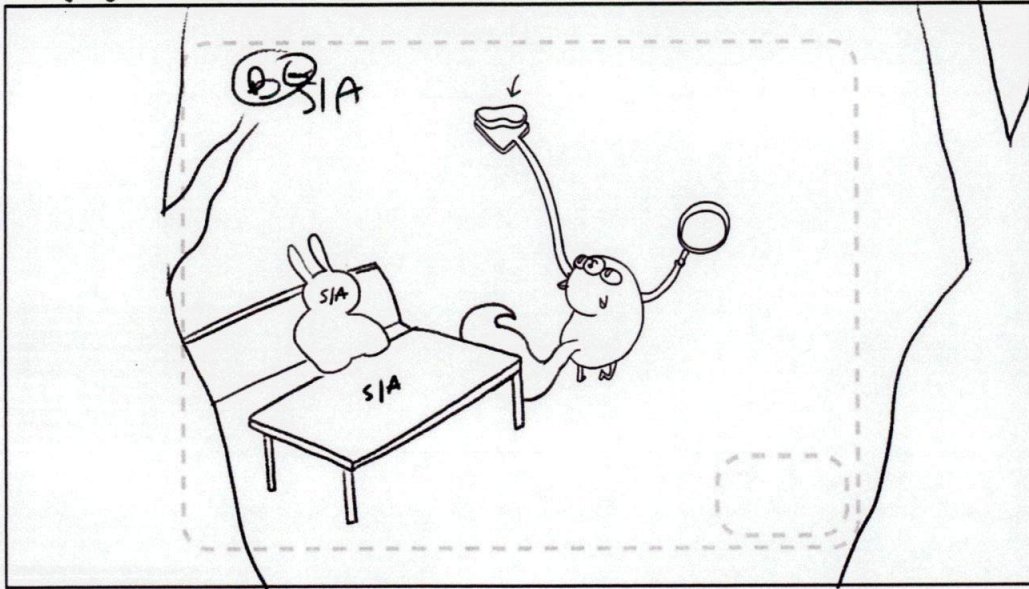


Page **29**

Sc. **19 cont** Pnl. **E**

Bg.

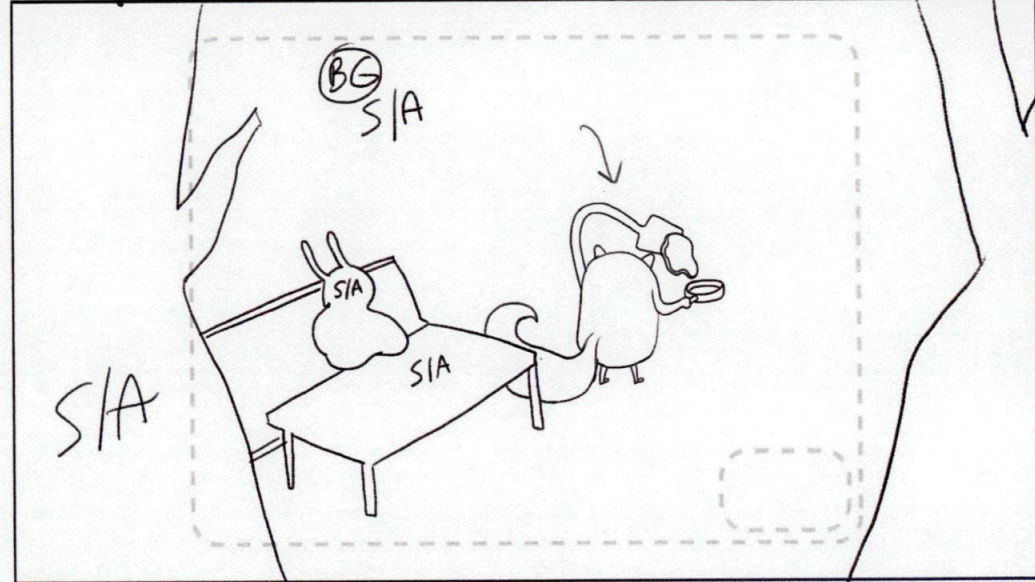
day night



Sc. **19 cont** Pnl. **F**

Bg.

day night



Dialog:

Action:

- C. CATCHES PANCAKE,

OCT 30 2015

Timing:

1034-237

EPISODE #

Production :

1034/237

1034/237

1034/237

ADVENTURE TIME



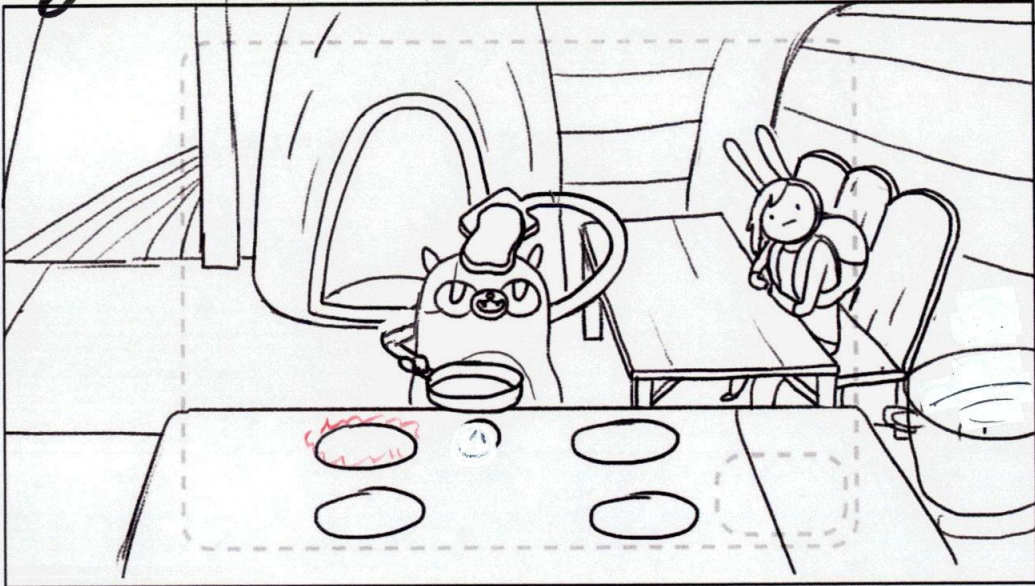
Page 30

Sc. 20

Pnl. A

Bg.

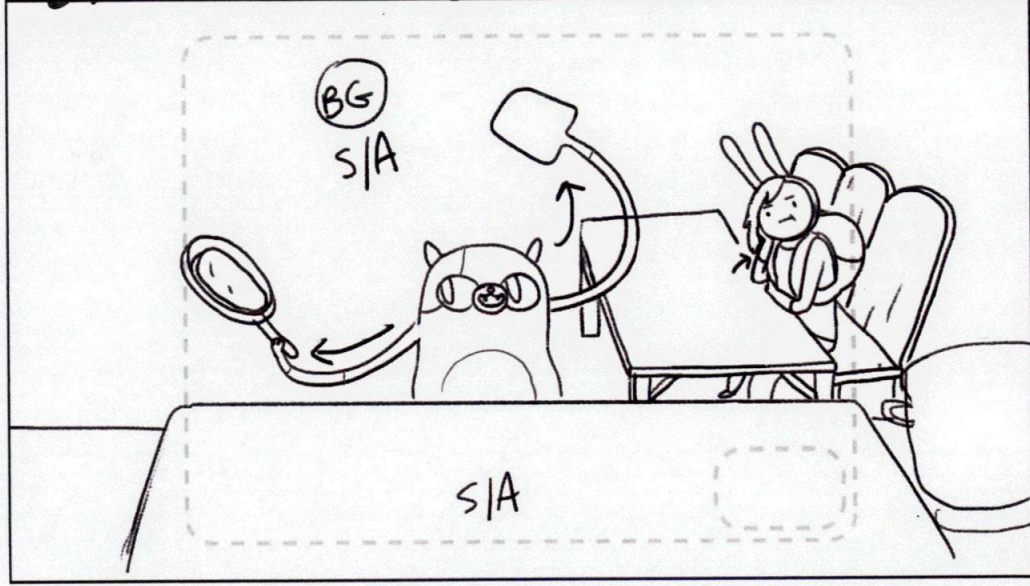
day night



Sc. 20 CONT Pnl. B

Bg.

day night



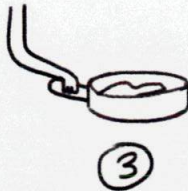
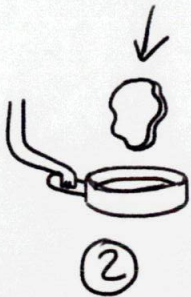
Dialog:

Action:

- C PLOPS PANCAKE IN PAN.

OCT 30 2015

Timing:



EPISODE # 1034-237

Production :

1034/237

1034/237

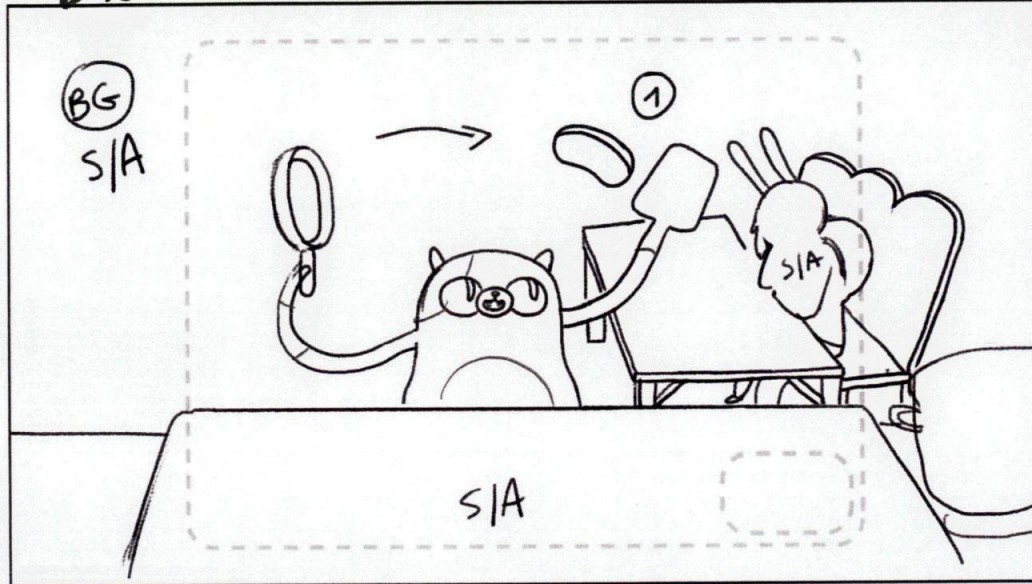
1034/237

ADVENTURE TIME

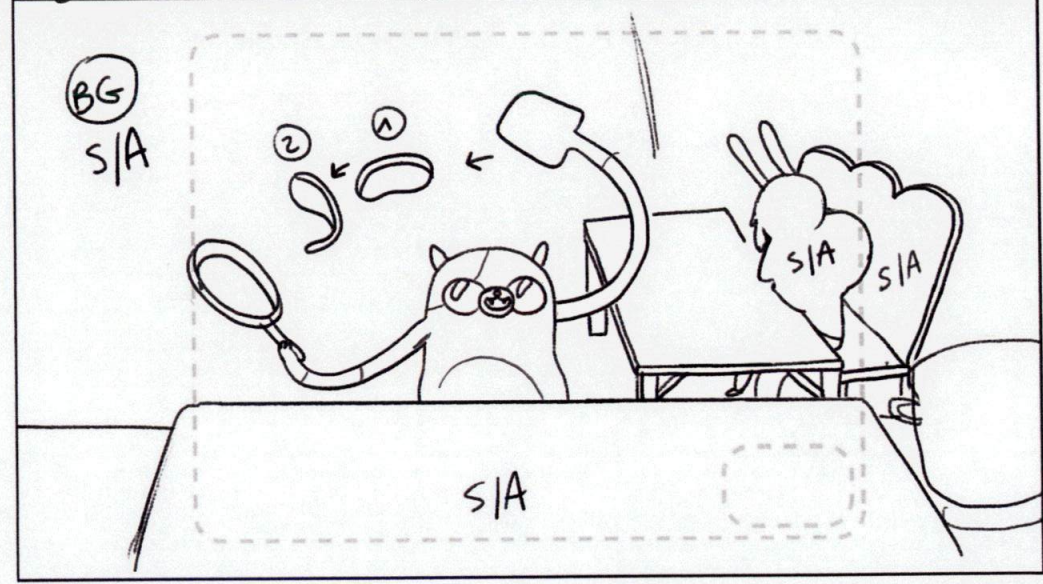


Page 31

Sc. 20 CONT Pnl. C Bg. day night

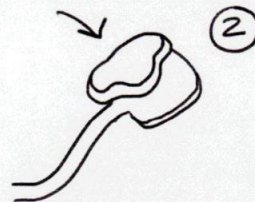


Sc. 20 CONT Pnl. D Bg. day night

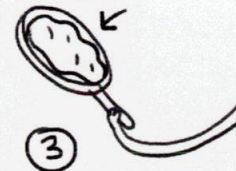


Dialog: C: Check out my sweet flipping moves
SFX: Pong-like sound everytime
flapjack hits pan/spatula

Action:



Timing:



OCT 30 2015

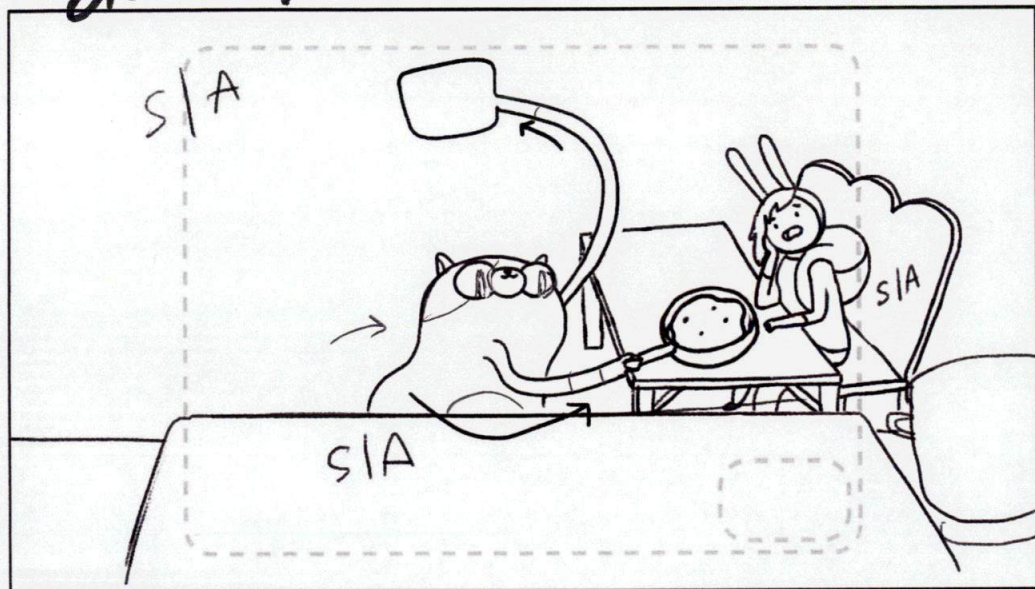
EPISODE # 1034-237

Production :

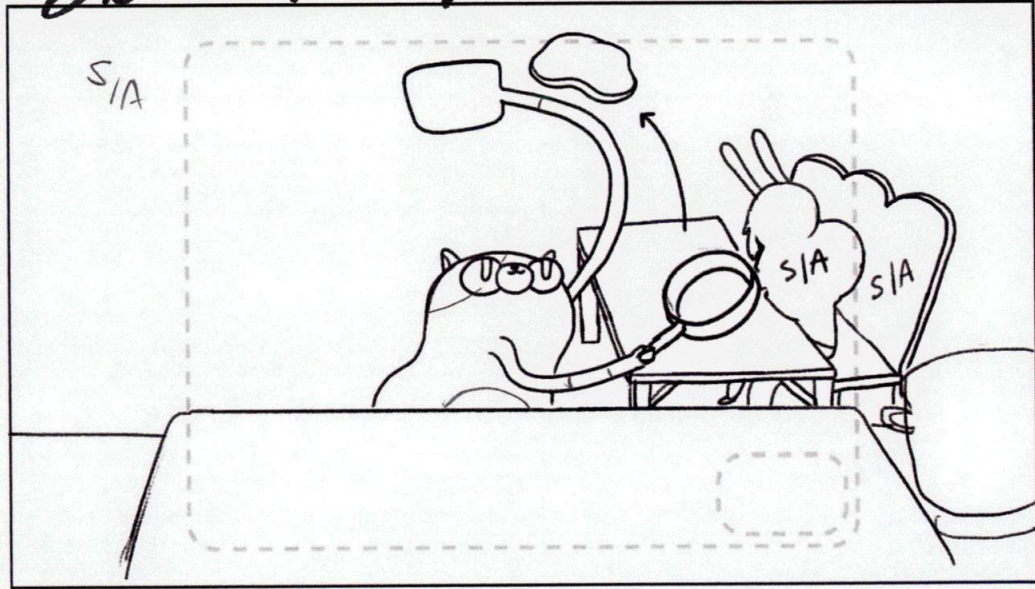
ADVENTURE TIME



Sc. 20 CONT Pnl. E Bg. day night



Sc. 20 CONT Pnl. F Bg. day night



Dialog:
Action:
Timing:

OCT 30 2015

EPISODE # 1034-237

Production :

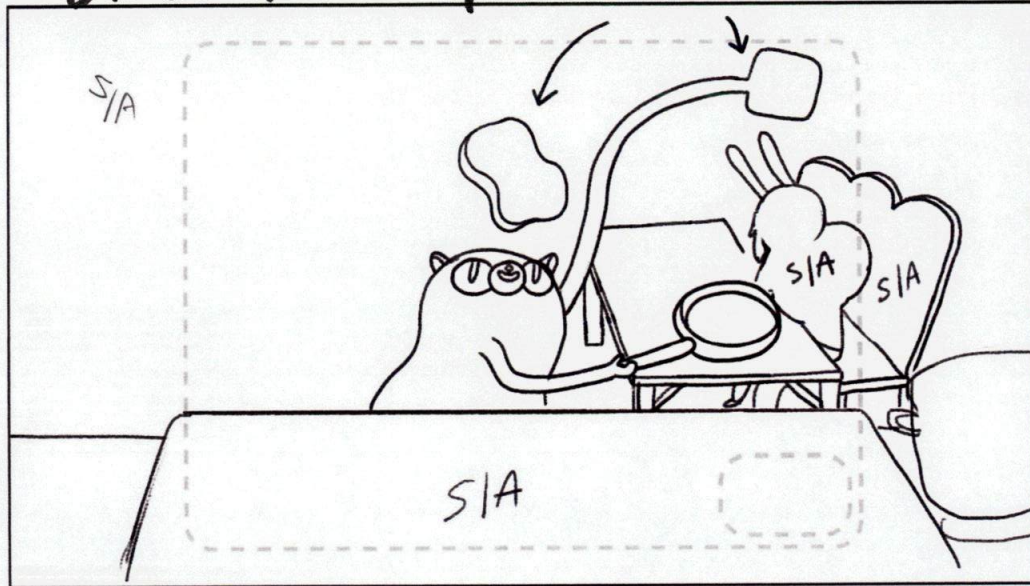
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ADVENTURE TIME

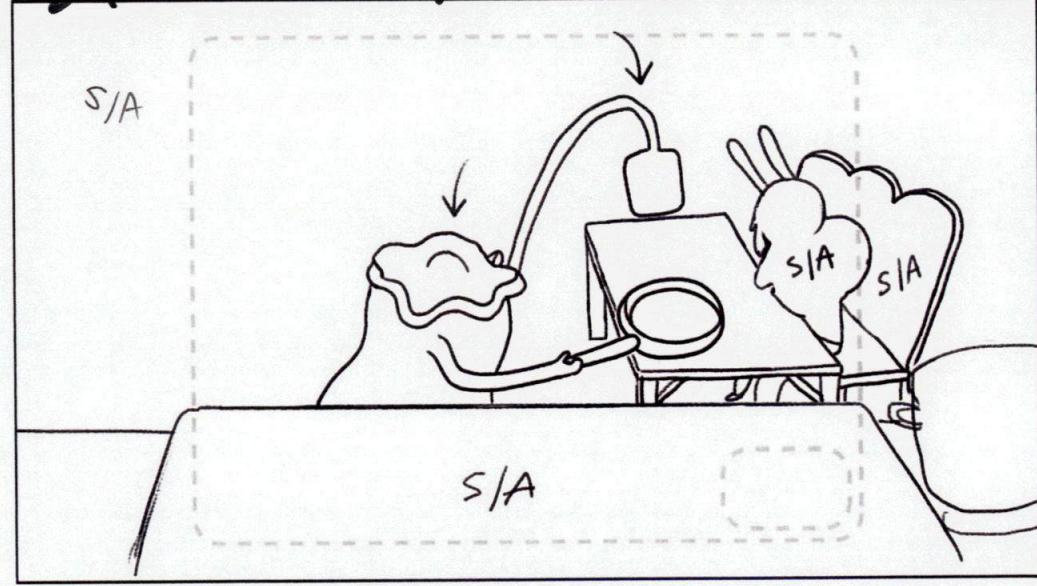


Page **33**

Sc. **20 cont** Pnl. **G** Bg. day night



Sc. **20 cont** Pnl. **H** Bg. day night



Dialog: **C: Woops**

= SPLAT =

flapjack lands on C's face.

Action: - spatula misses flapjack

Timing:

OCT 30 2015

EPISODE # 1034-237

Production :

1034/237

1034/237

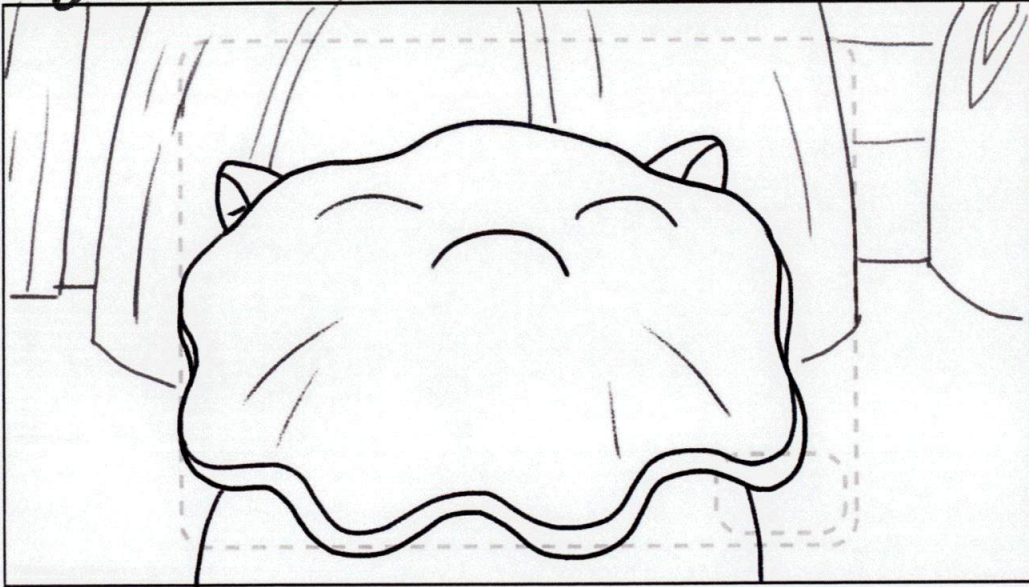
1034/237

ADVENTURE TIME

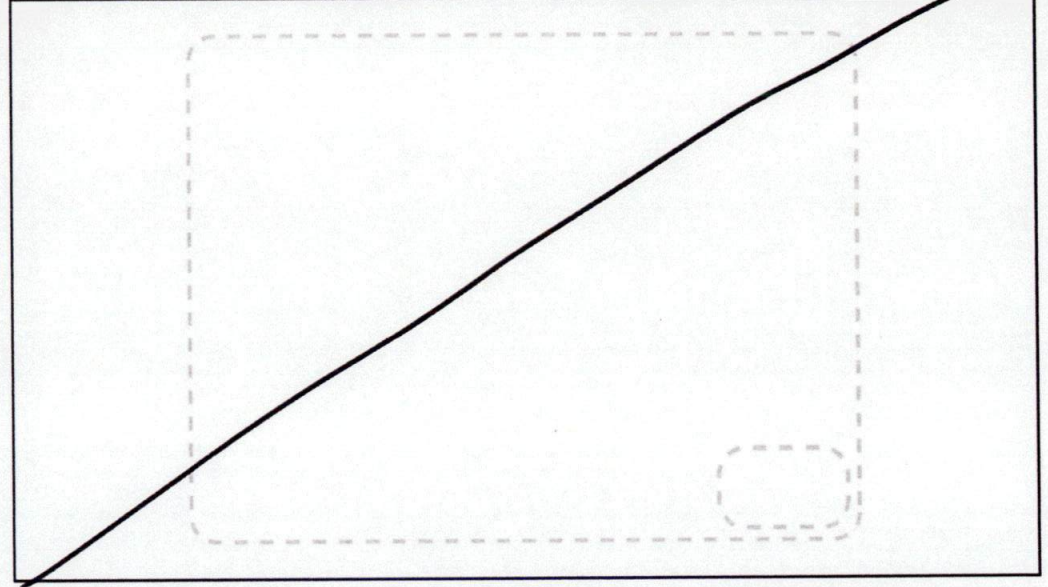


Page **34**

Sc. **21** Pnl. **A** Bg. day night



Sc. Pnl. Bg. day night



Dialog:	F: (off/s) You're a real ace in the kitchen
Action:	OCT 30 2015
Timing:	

EPISODE # 1034-237

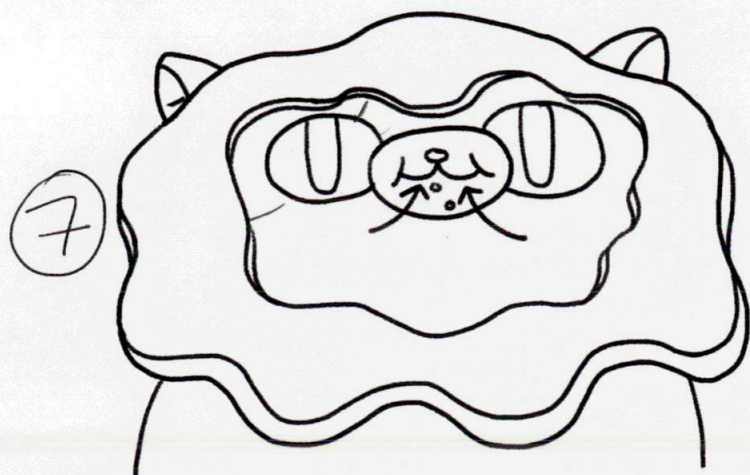
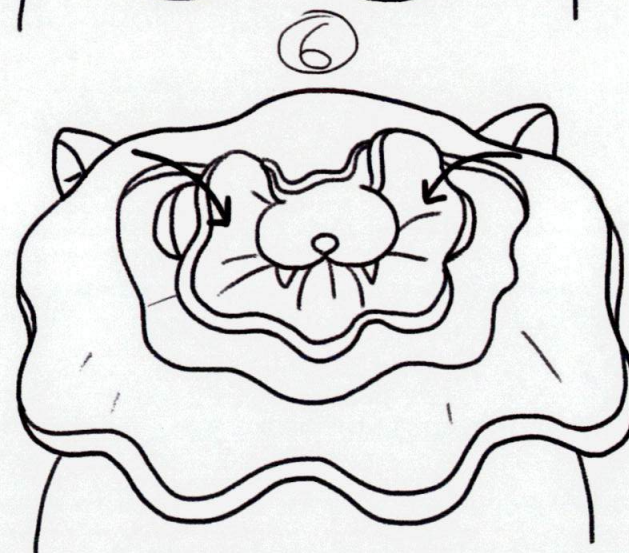
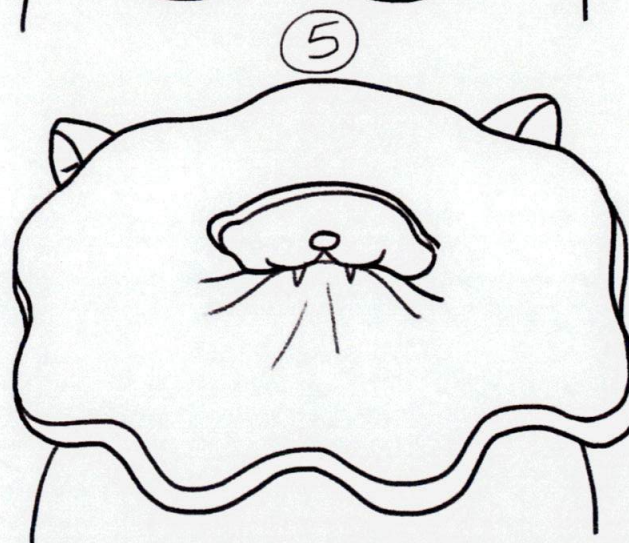
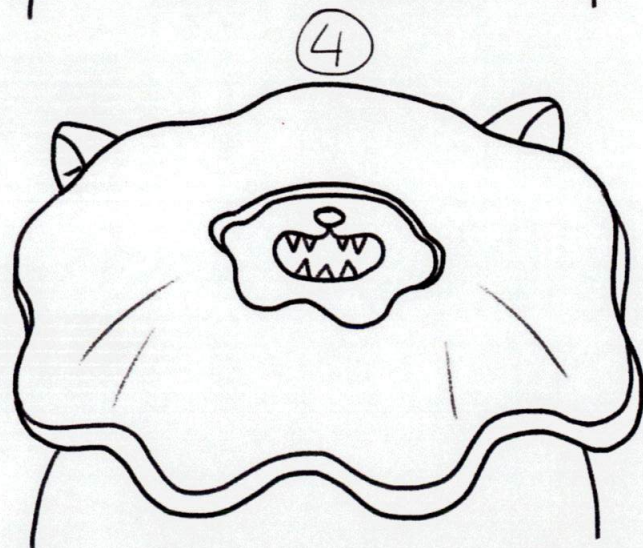
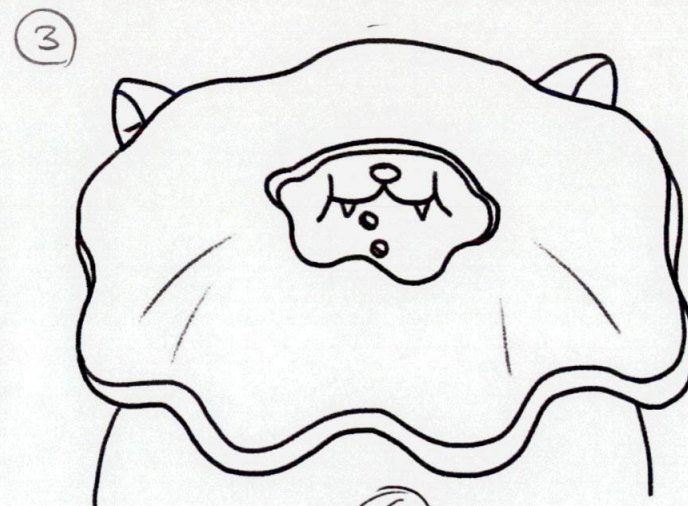
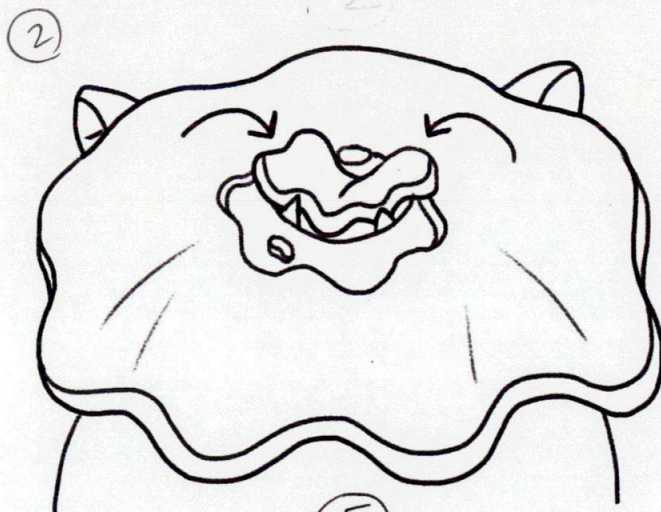
Production :

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1034/237

1034/237



- CAKE EATS PANCAKE FROM CENTER
< flapjack eating poses >

OCT 30 2015

1034-237

1034/237

1034/237

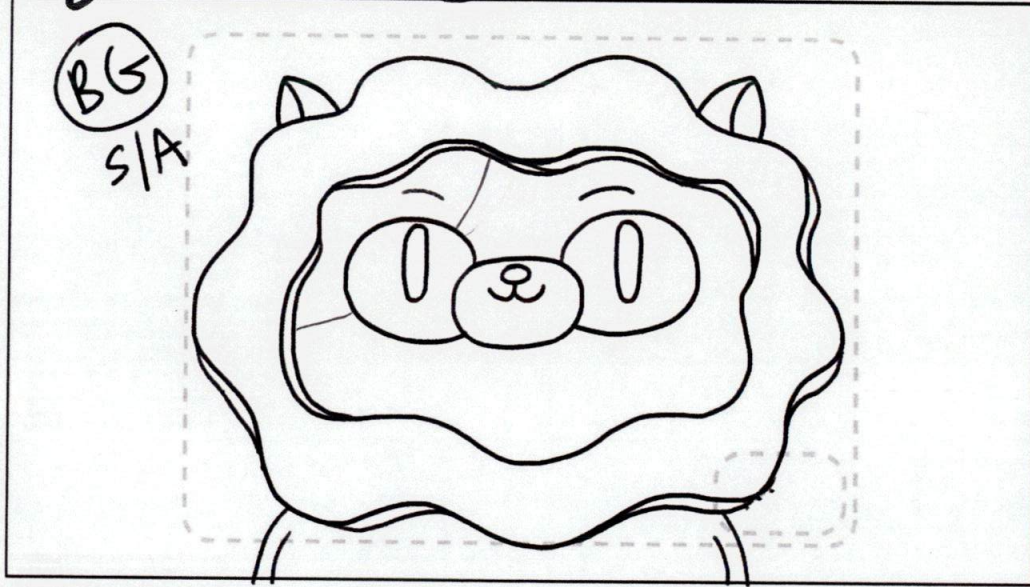
1034/237

ADVENTURE TIME

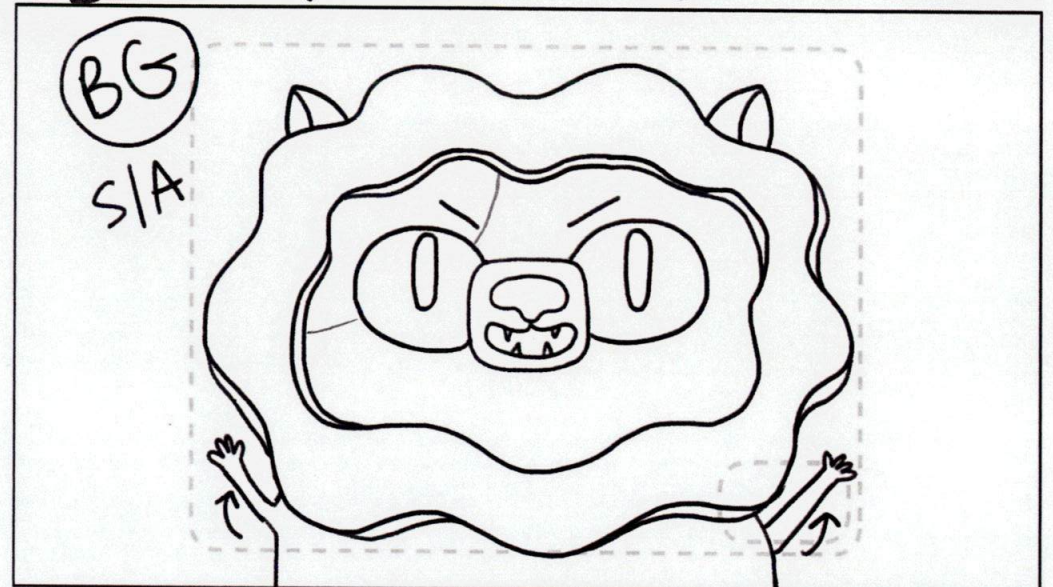


Page 36

Sc. 21 cont Pnl. B Bg. day night



Sc. 21 cont Pnl. C Bg. day night



Dialog:	<u>C</u> : Roar! Cooking is fun!	
Action:	The flapjack looks like a lion's mane.	C's face morphs into a lion's. OCT 30 2015
Timing:		

EPISODE # 1034-237

Production :

1034-237

1034/237

1034/237

ADVENTURE TIME



Page **37**
day night

Sc. **21 cont**

Pnl. **D**

Bg.

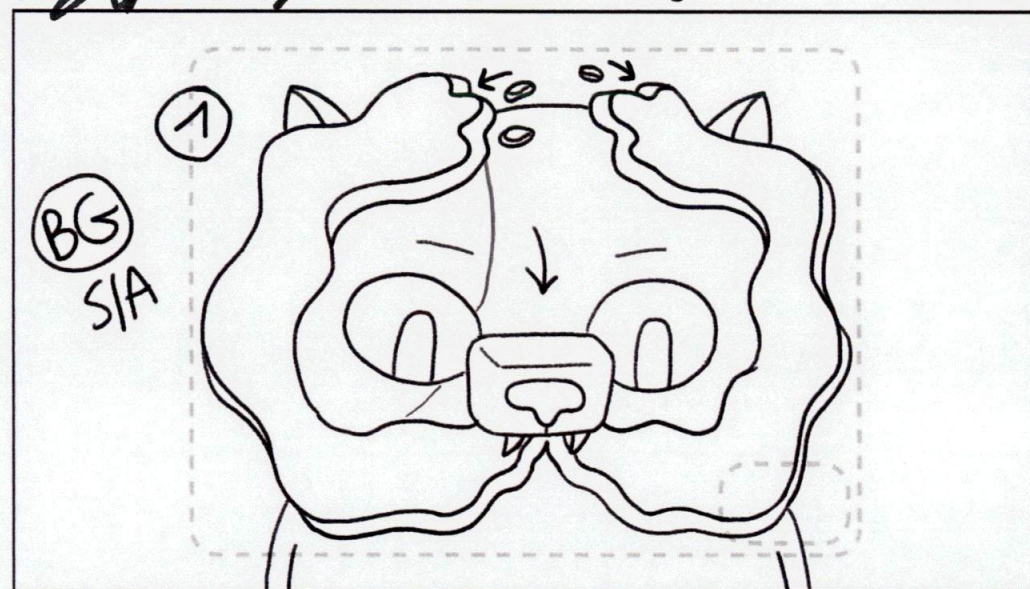
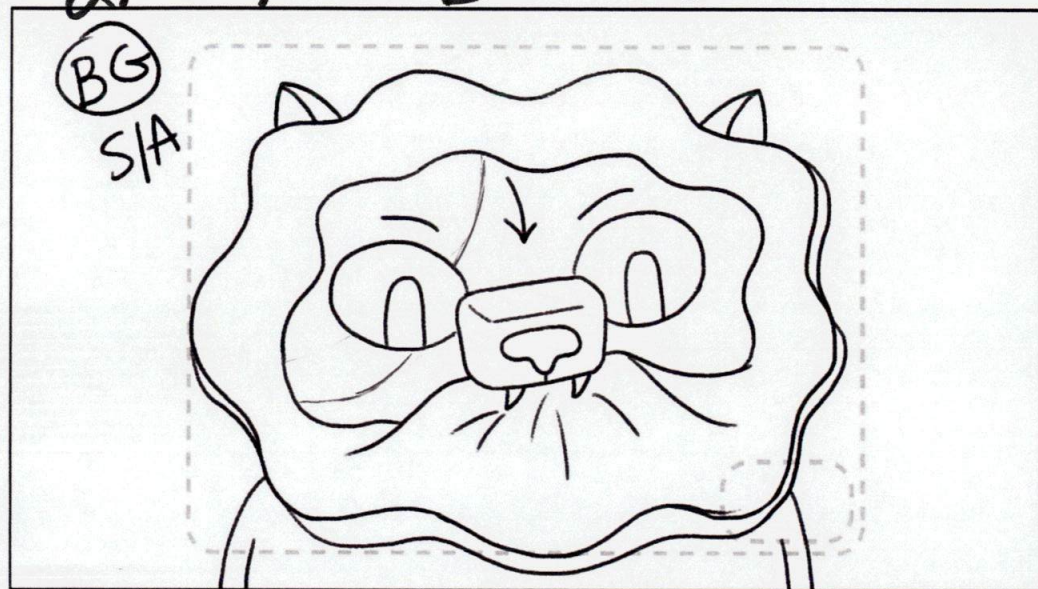
day night

Sc. **21 cont**

Pnl. **E**

Bg.

day night

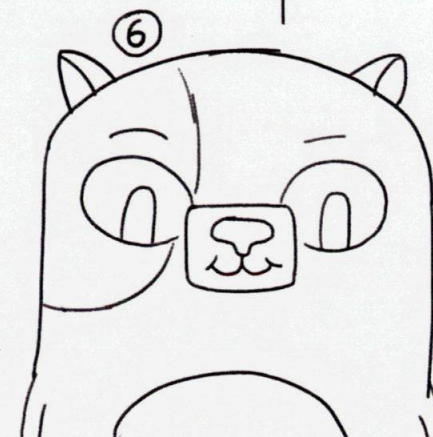
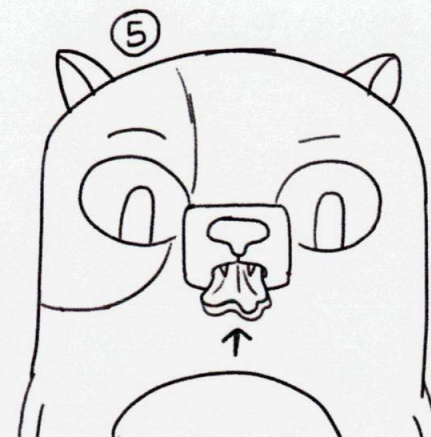
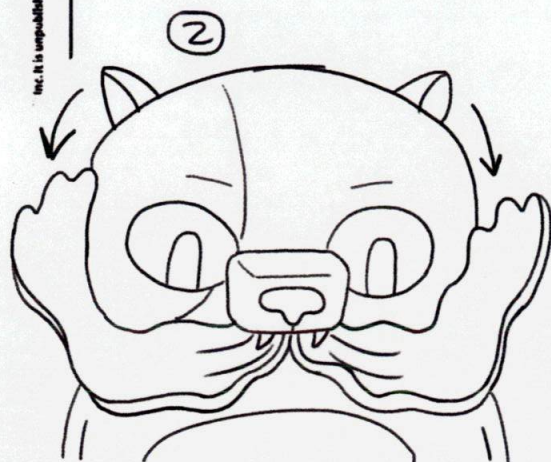


EPISODE # **1034-237**

Dialog:

CAKE: [INHALES PANCAKE]

OCT 30 2015



© Sucks in the pancake (no chewing)

1034/237

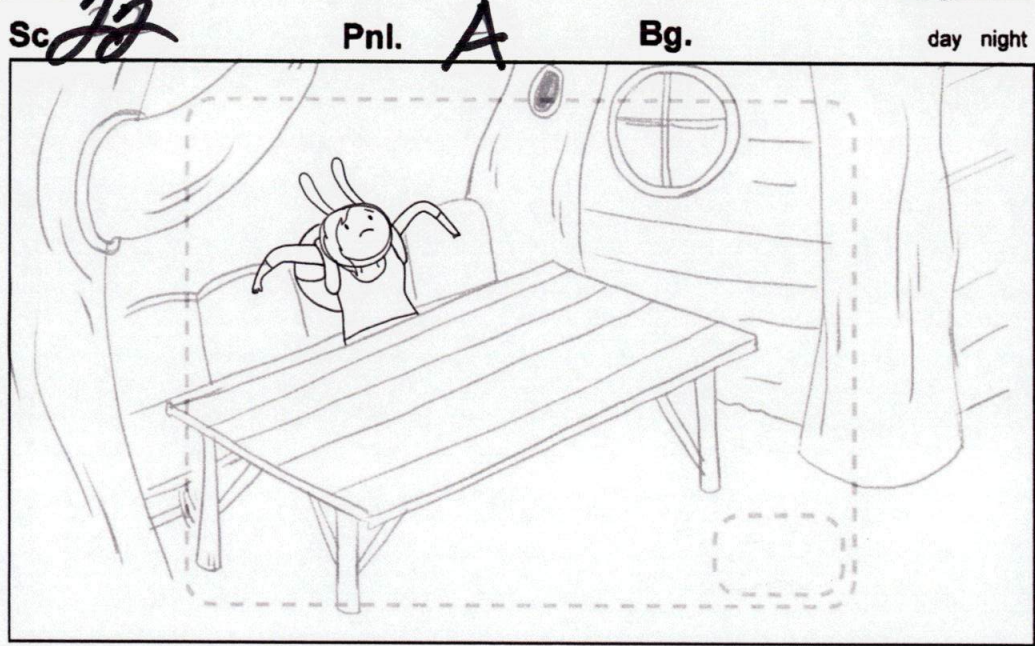
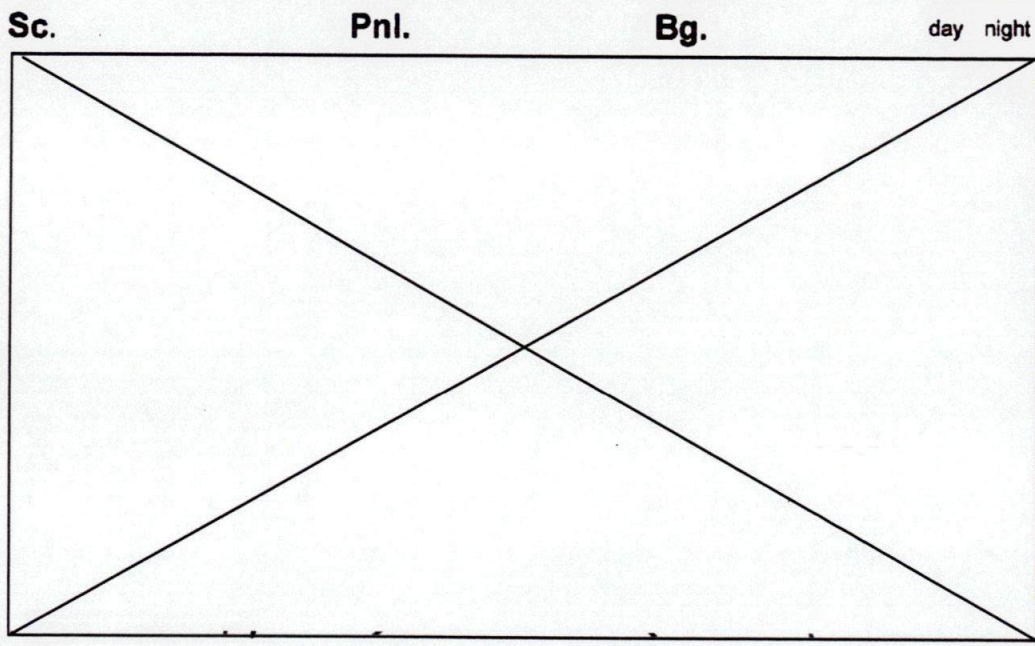
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1034/237

ADVENTURE TIME



Page 38



Dialog:
Action: - CAKE'S NASE PAPS BACK TA NORMAL.
Timing:

OCT 30 2015

EPISODE # 1034-237

Production :

1034/237

1034/237

1034/237

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ADVENTURE TIME

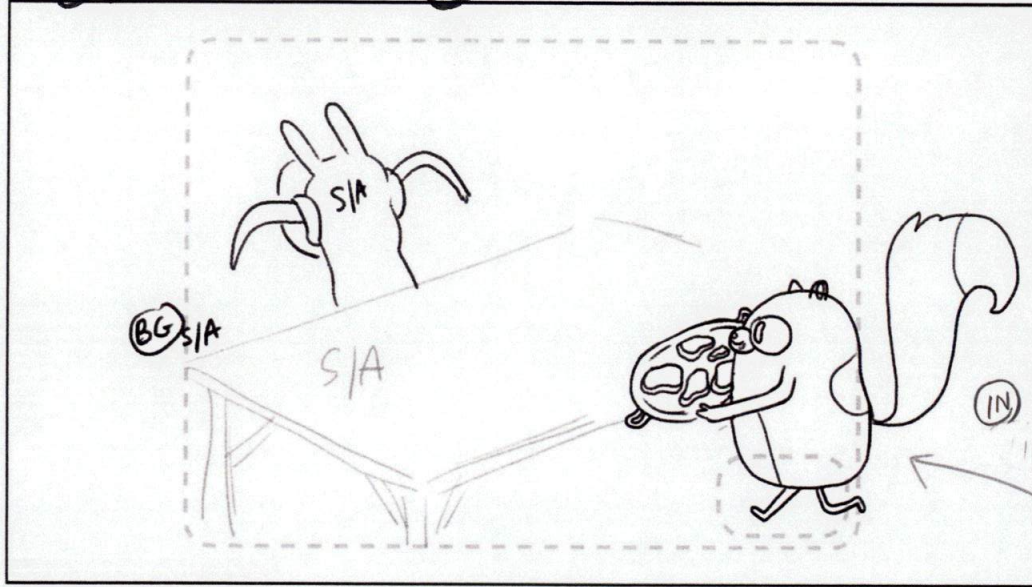


Page **39**

Sc. **22 CONT** Pnl. **B**

Bg.

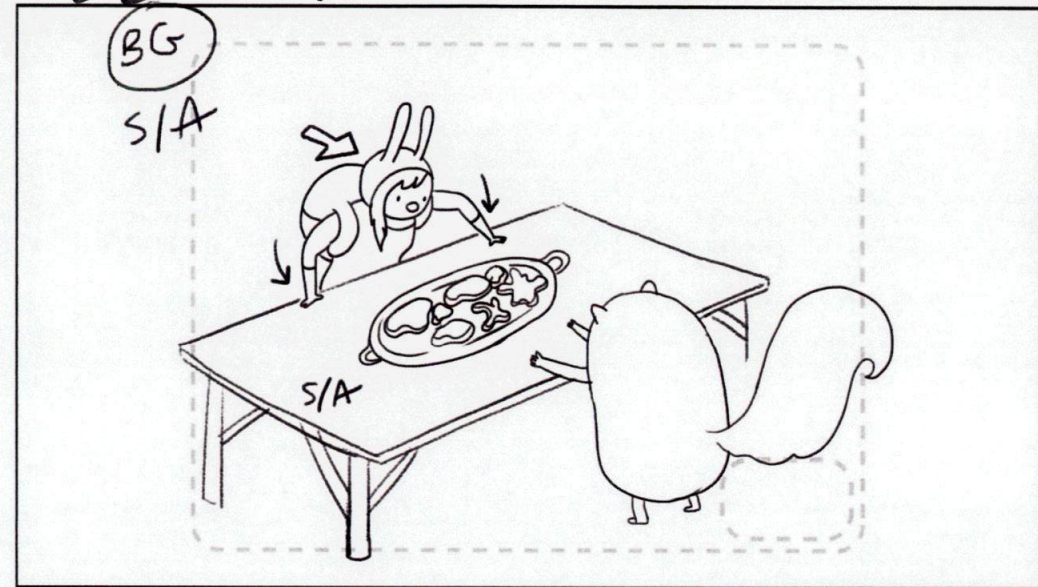
day night



Sc. **22 CONT** Pnl. **C**

Bg.

day night



EPISODE # 1034-237

Dialog:

C: Here come the flapjacks!

Action:

-C sets flapjacks down.

OCT 30 2015

Timing:

Production :

1034/237

1034/237

ADVENTURE TIME

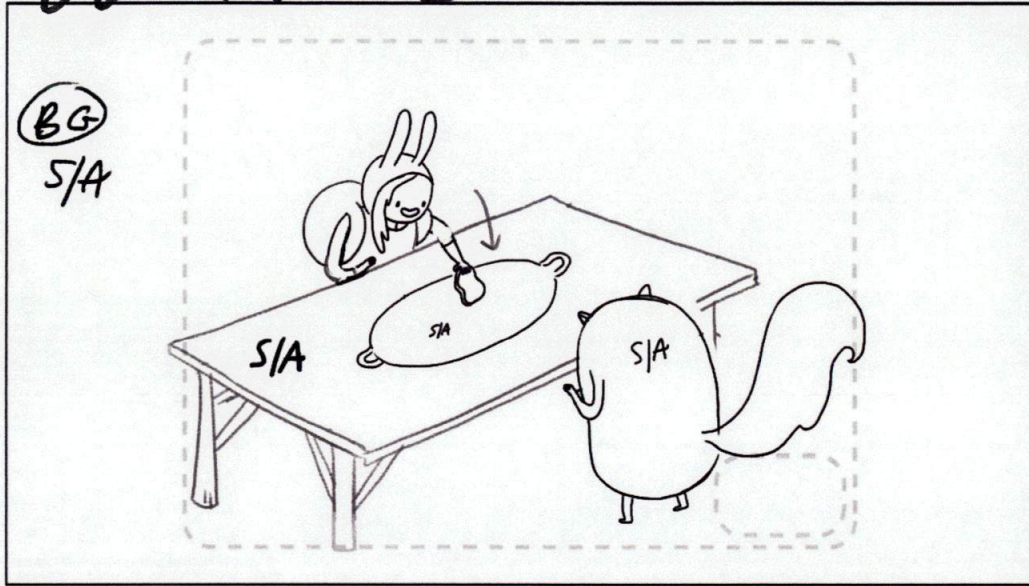


Page **40**

Sc. **22 CONT** Pnl. **D**

Bg.

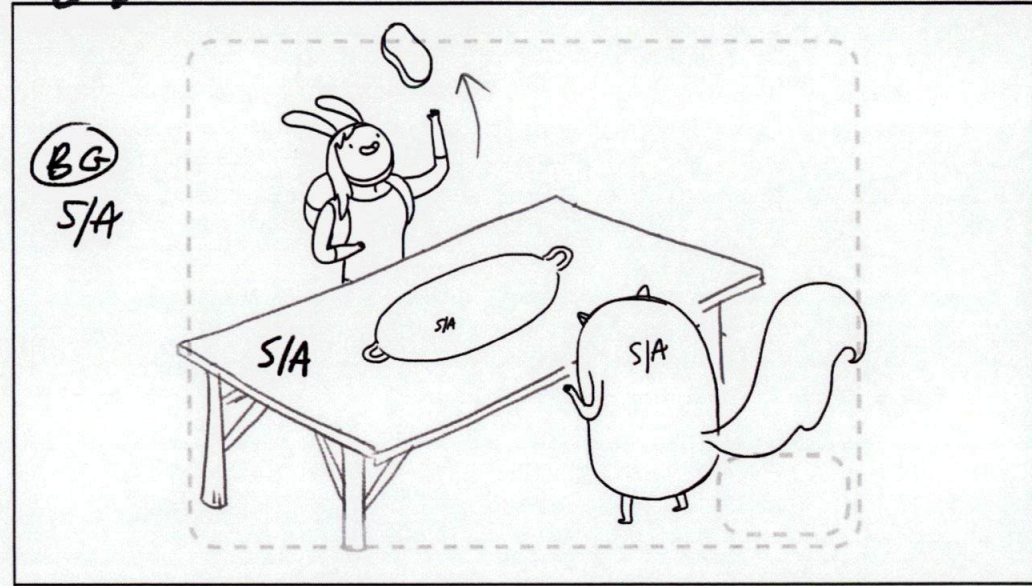
day night



Sc. **22 CONT** Pnl. **E**

Bg.

day night



EPISODE # 1034-237

1034/237

Dialog:

F: Know what's better than cooking?

F: Eating!

Action:

- F, GRABS FLAPJACK.

- F, TOSSES FLAPJACK.

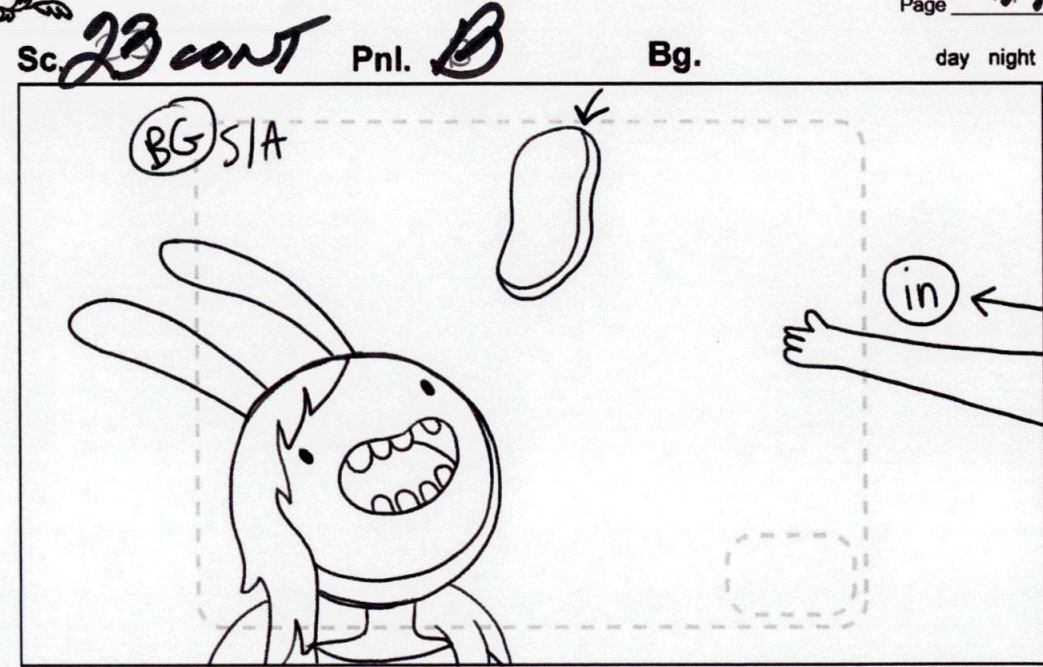
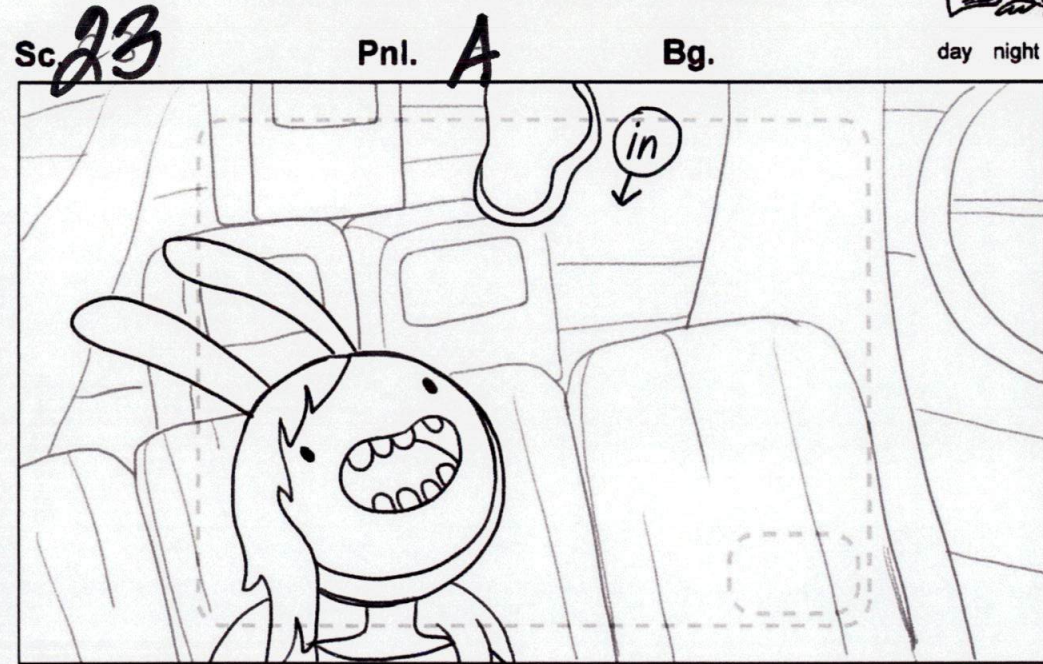
OCT 30 2015

Timing:

Production :

1034/237

ADVENTURE TIME



EPISODE # 1034-237

Dialog:
Action: - FLAPJACK FALLS ON/S. - CAKE REACHES ON/S.
Timing:

OCT 30 2015

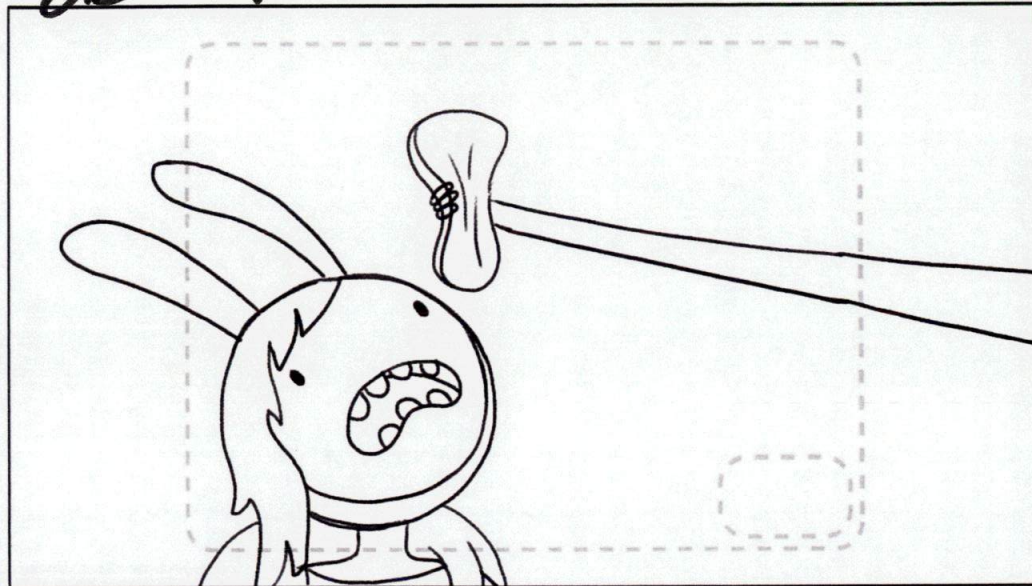
Production :

ADVENTURE TIME

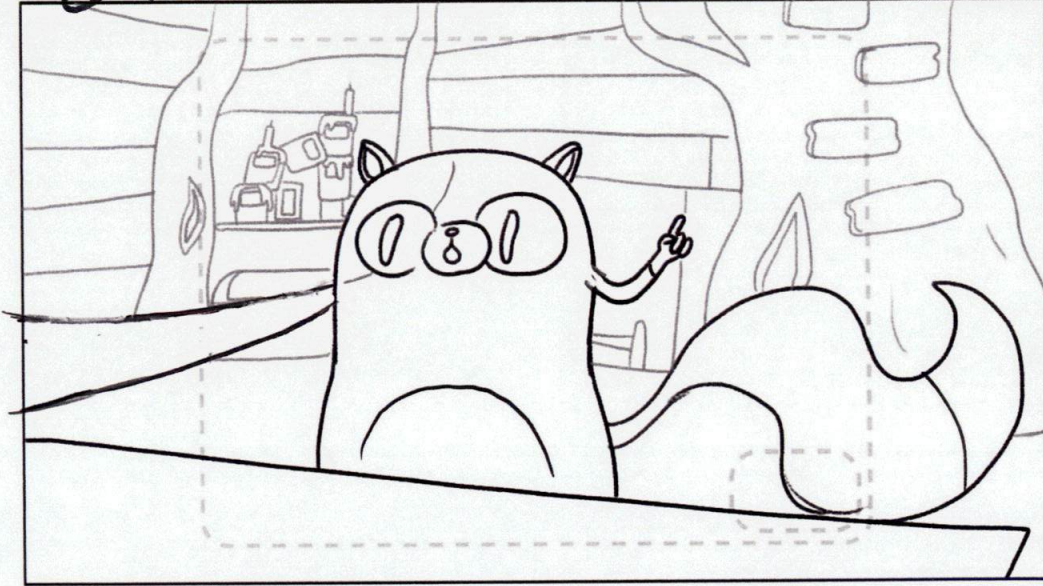


Page 42

Sc. 23 CONT Pnl. C Bg. day night



Sc. 24 Pnl. A Bg. day night



EPISODE # 1034-237

Production :

<p>Dialog: <u>C</u>: No!</p> <p><u>F</u>: Wha -</p>		<p><u>C</u>: These are narrative Flapjacks.</p>
<p>Action: -C. GRABS FLAPJACK.</p>		<p>OCT 30 2015</p>
<p>Timing:</p>		

1034/237

1034/237

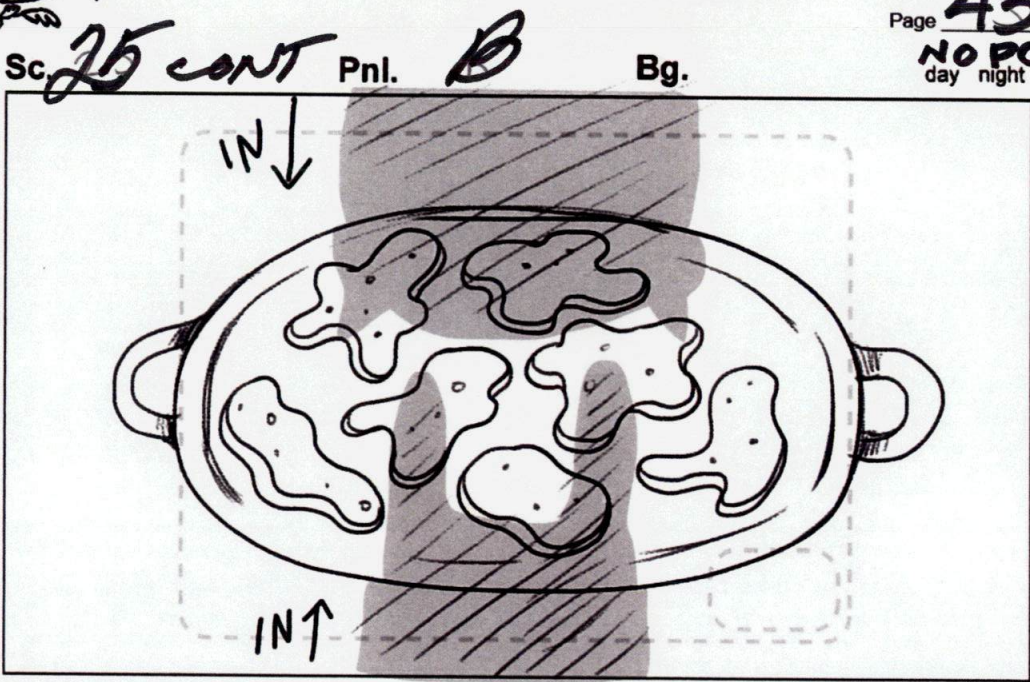
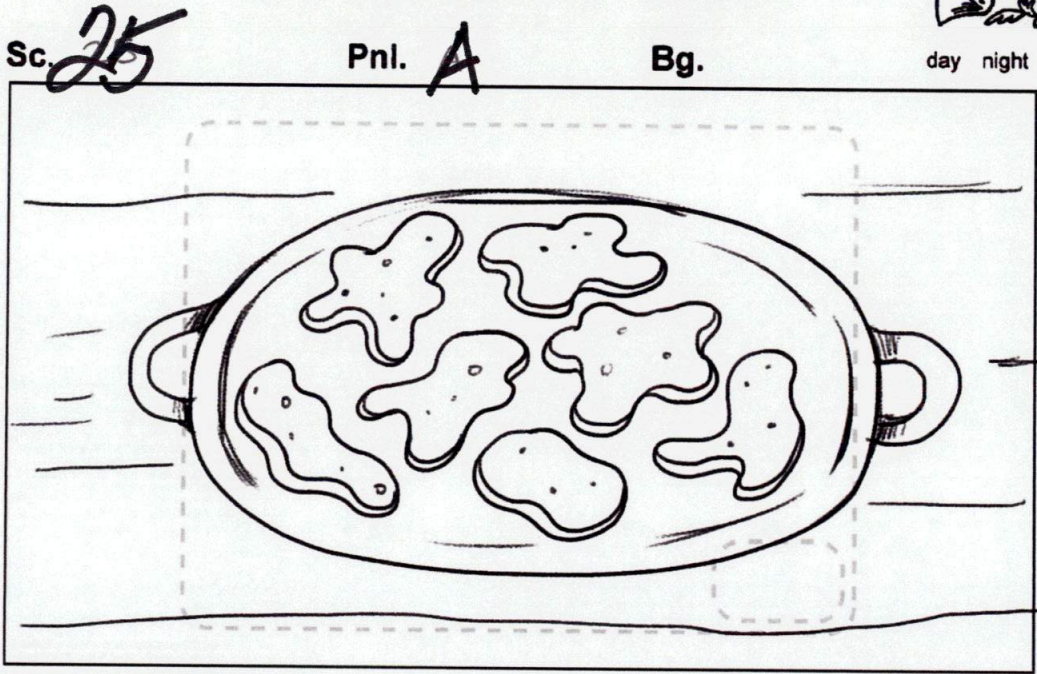
1034/237

ADVENTURE TIME



NO SC'S
26-27

Page **43**
NO PG-44
day night



EPISODE # 1034-237

1034/237

Dialog:	C (o.s.)/ Darling don't you see the brilliant comedy laid out before you?
Action:	- F+C's shadows enter the frame
Timing:	OCT 30 2015

Production :

1034/237

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ADVENTURE TIME



Page 45

Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night
<u>28</u>	<u>A</u>			

EPISODE # 1034-237

Production :

1034/237

Dialog:

Action:

Timing:

C: You wouldn't eat Act 2 before Act 1, silly!

OCT 30 2015

1034/237

1034/237

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ADVENTURE TIME



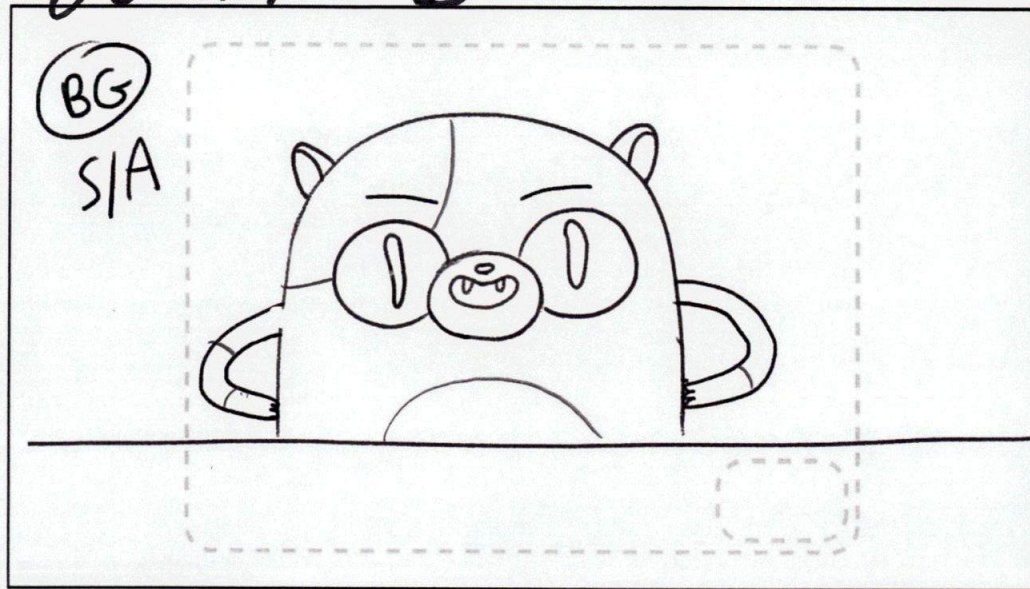
Page 46

Sc. 28 CONT

Pnl. B

Bg.

day night

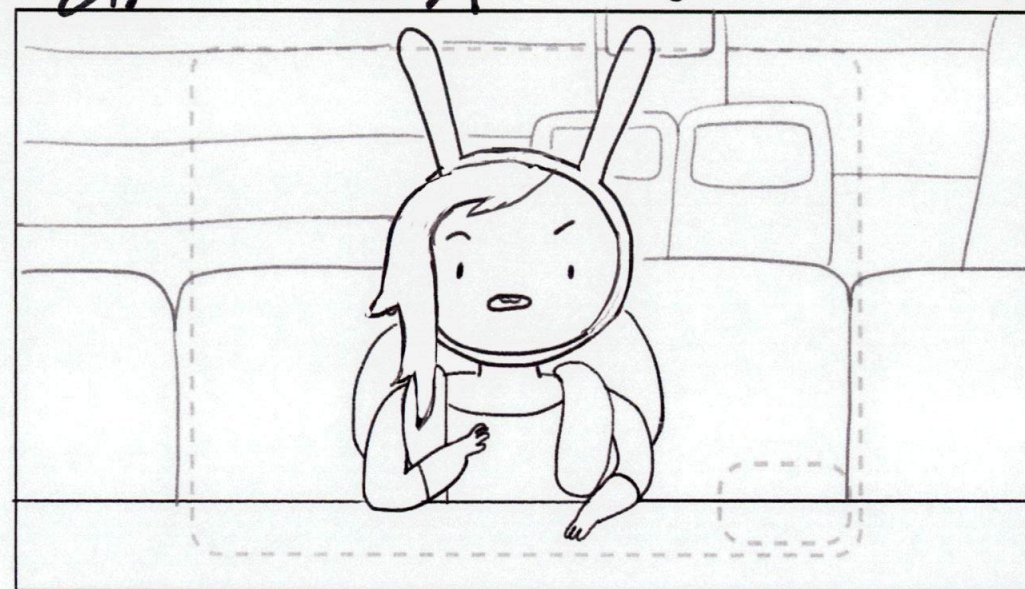


Sc. 29

Pnl. A

Bg.

day night



Dialog:

©: Try starting with the dock worker having a moral crisis.

F: okay?

Action:

OCT 30 2015

Timing:

EPISODE # 1034-237

Production :

1034/237

1034/237

ADVENTURE TIME



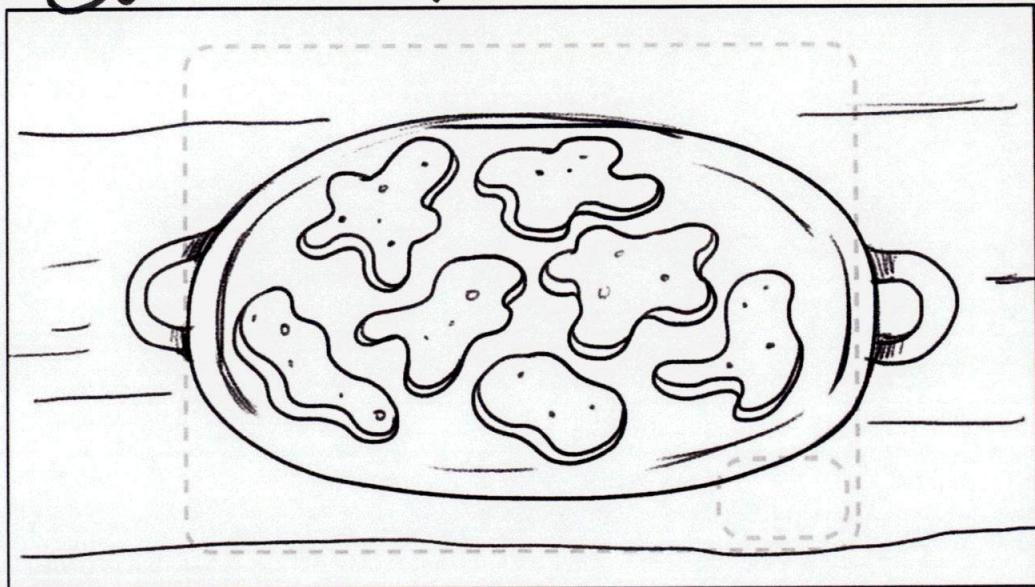
Page 47

Sc. 30

Pnl. A

Bg.

day night

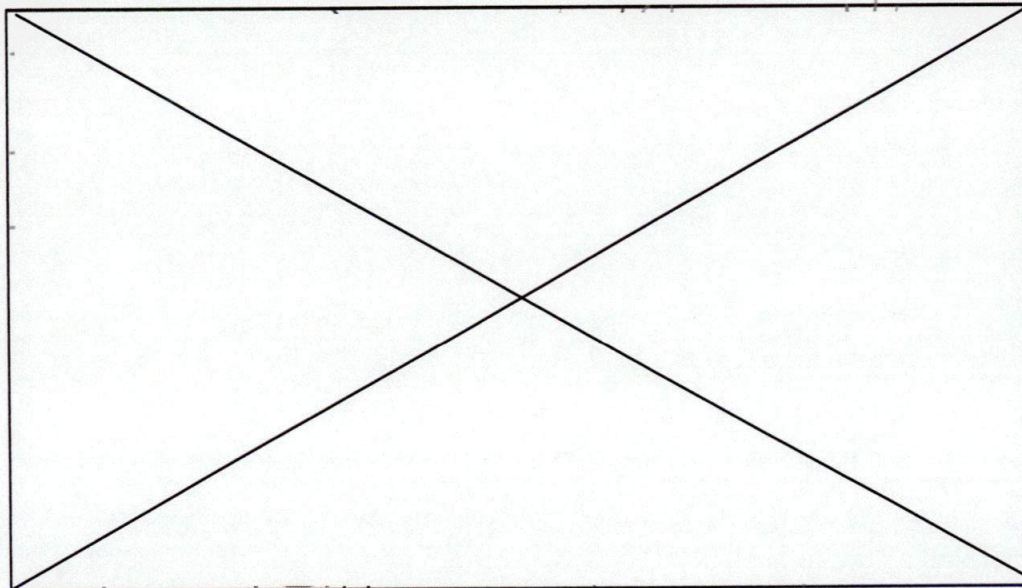


Sc.

Pnl.

Bg.

day night



Dialog:

Action:

flapjacks just look like blobs,

(#)Nervous / Sweating.

OCT 30 2015

Timing:

EPISODE #

1034-237

Production :

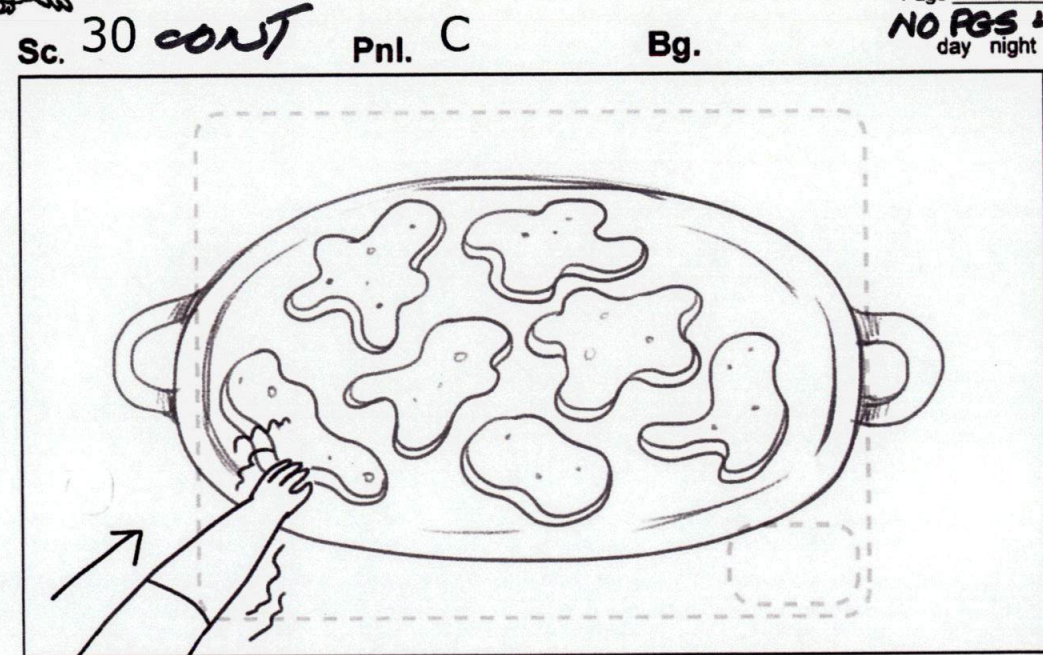
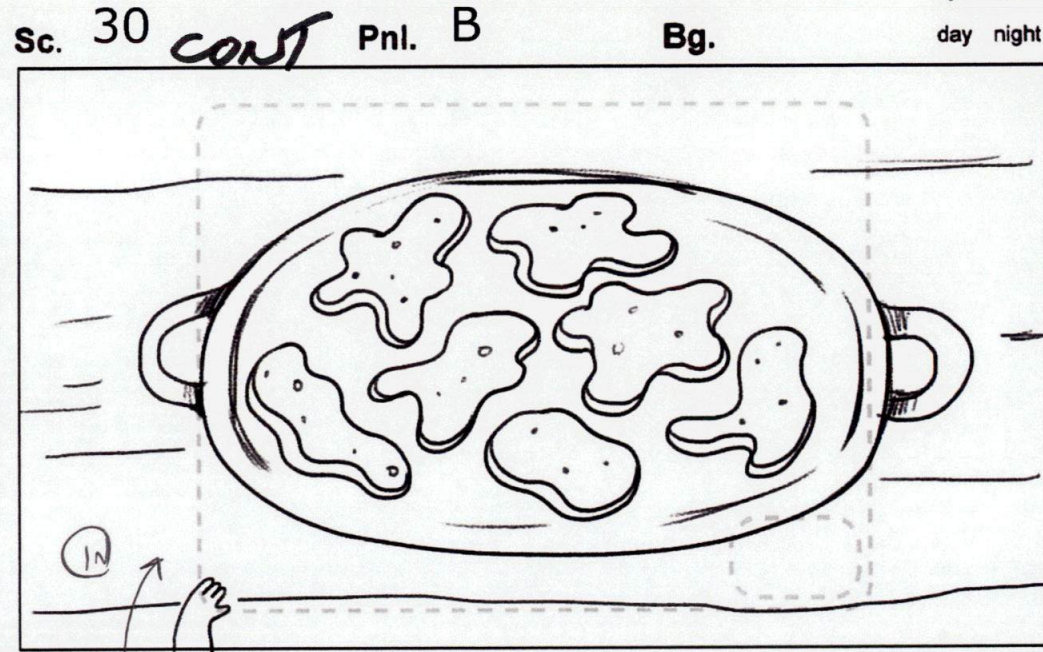
1034/237

1034/237

ADVENTURE TIME



Page **48**
 NO PGS 49-50
 day night



EPISODE # 1034-237

Dialog:	F: This ... one.. ?	
Action:	- F. REACHES ON/ S.	- F'S Hand shakily hovering over a flapjack.
Timing:	OCT 30 2015	

Production :

1034/237

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1034/237

1034/237

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ADVENTURE TIME



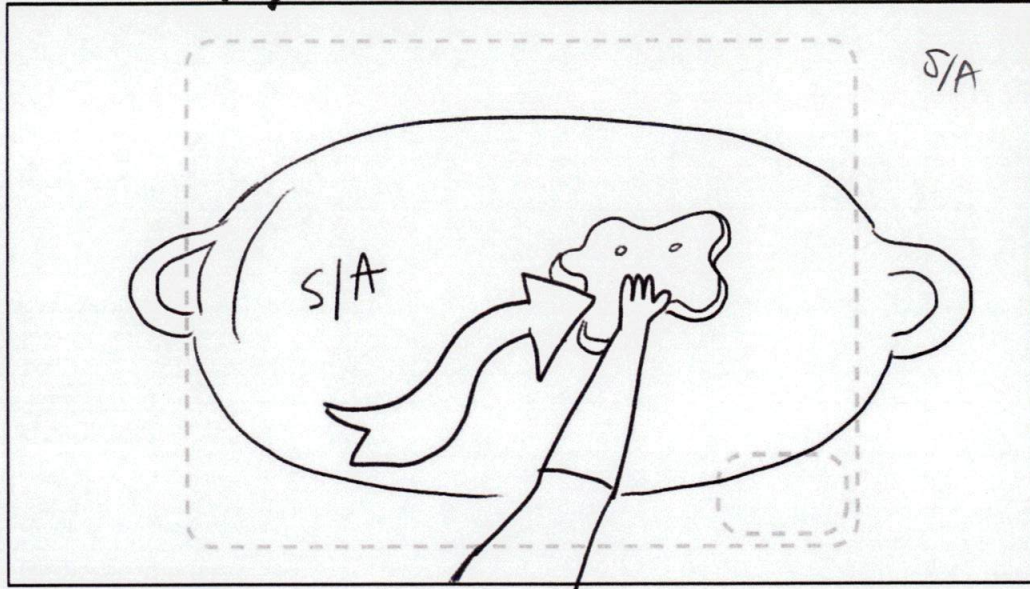
NO SC'S
31-35

Page 51

Sc. 30 *CONT* Pnl. D

Bg.

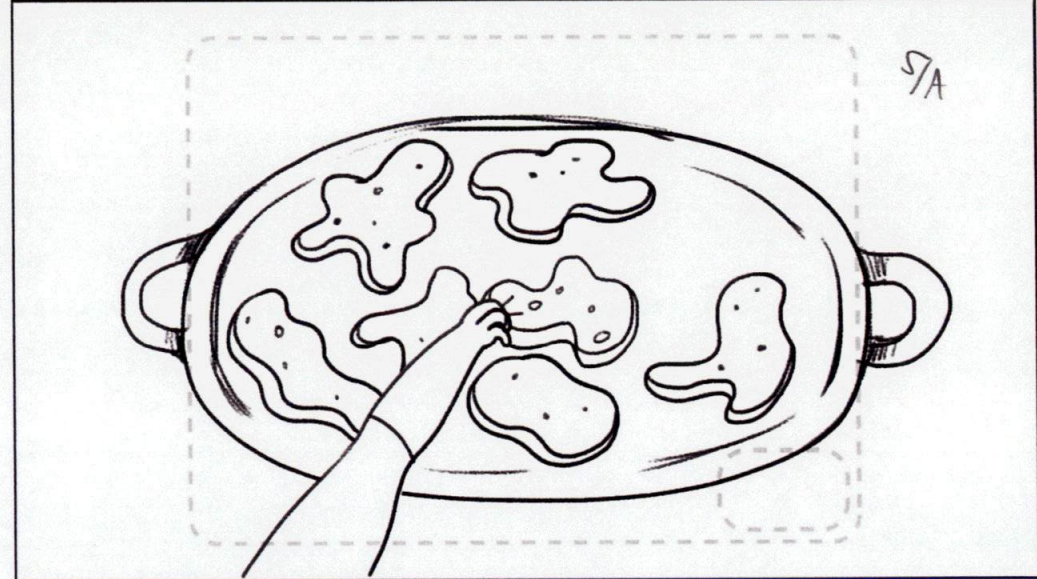
day night



Sc. 30 *CONT* Pnl. E

Bg.

day night



Dialog:

(C/S)

F: Uh, no, this one!

Action:

F's hand picks a different blob

- # Picks up the flapjack

OCT 30 2015

Timing:

1034-237

EPISODE #

Production :

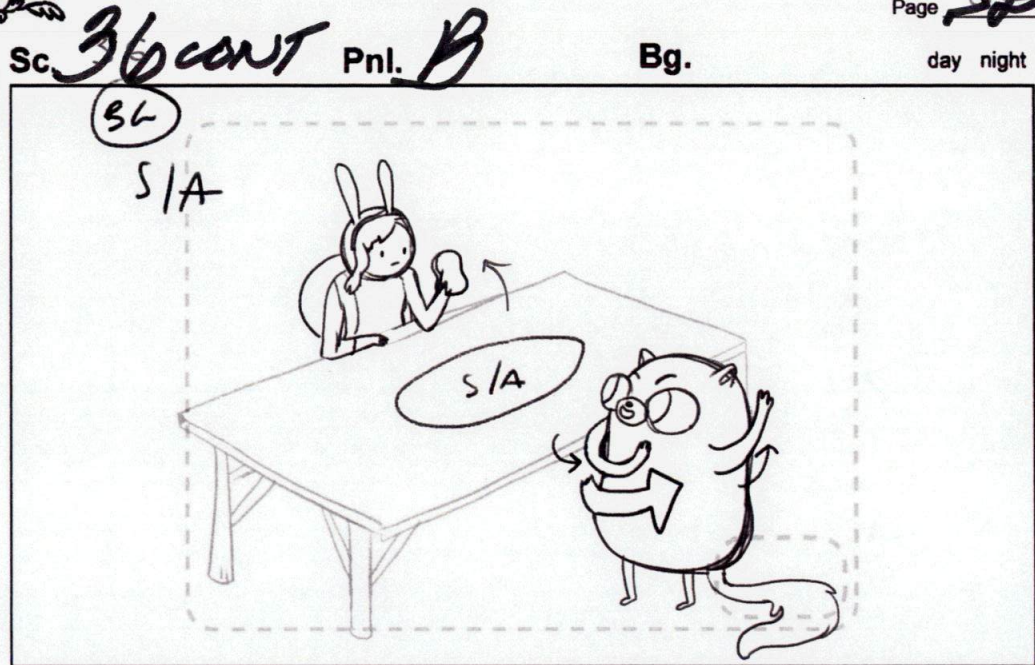
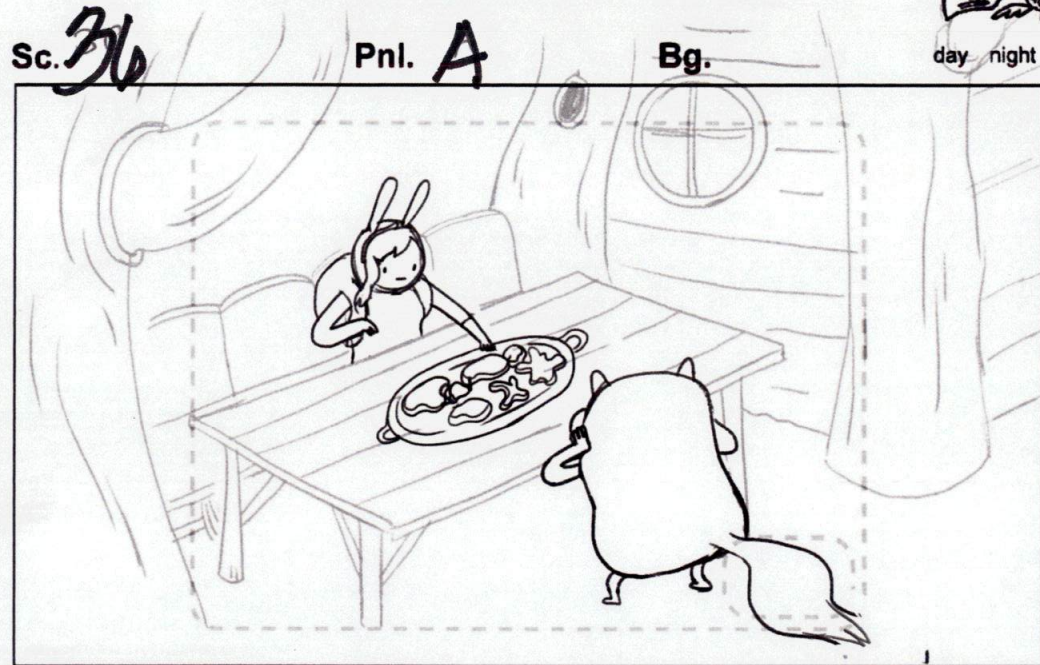
1034/237

1034/237

ADVENTURE TIME



Page 52
day night



EPISODE # 1034-237

Dialog:	(WRY) C: <u>FIONNA</u> .	C: — thematic purpose —	This character doesn't serve any
Action:	F looks at the flapjack.		
Timing:	OCT 30 2015		

Production :

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1034/237

1034/237

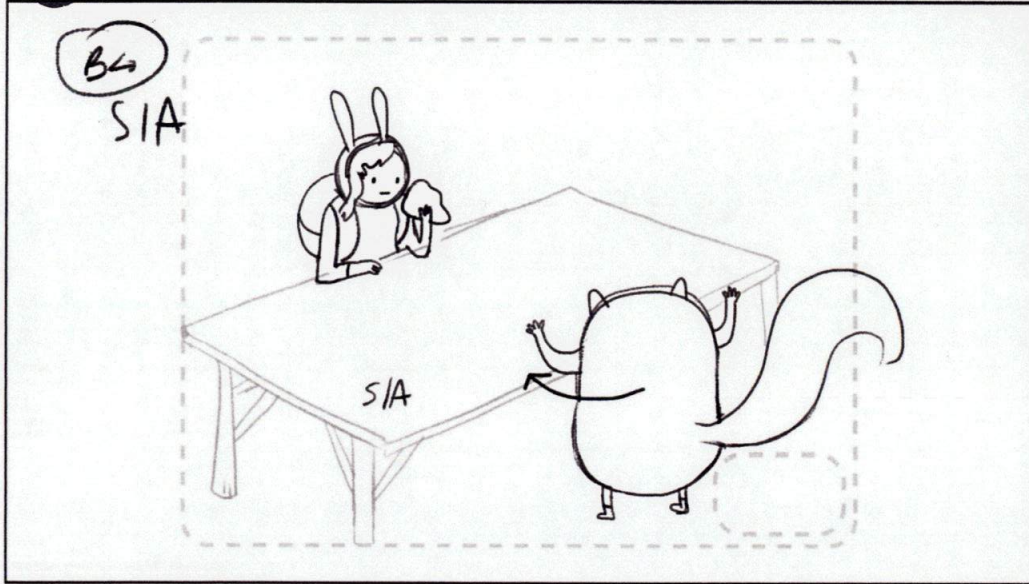
ADVENTURE TIME



Sc. **36 cont** Pnl. **C**

Bg.

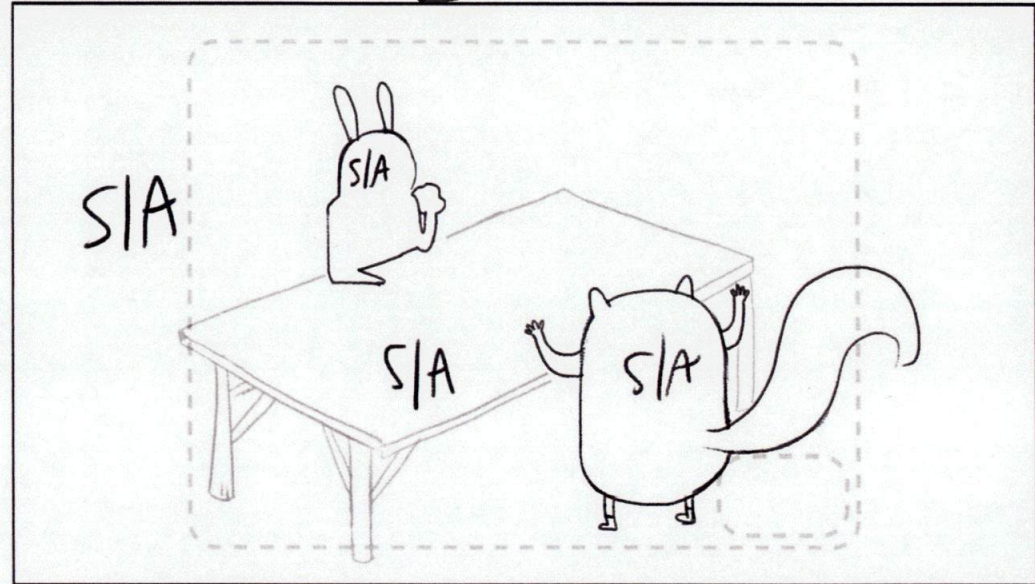
day night



Sc. **36 cont** Pnl. **D**

Bg.

day night



Dialog: C: Until much later in the meal!

- BEAT -

Action:

OCT 30 2015

Timing:

EPISODE # 1034-237

Production :

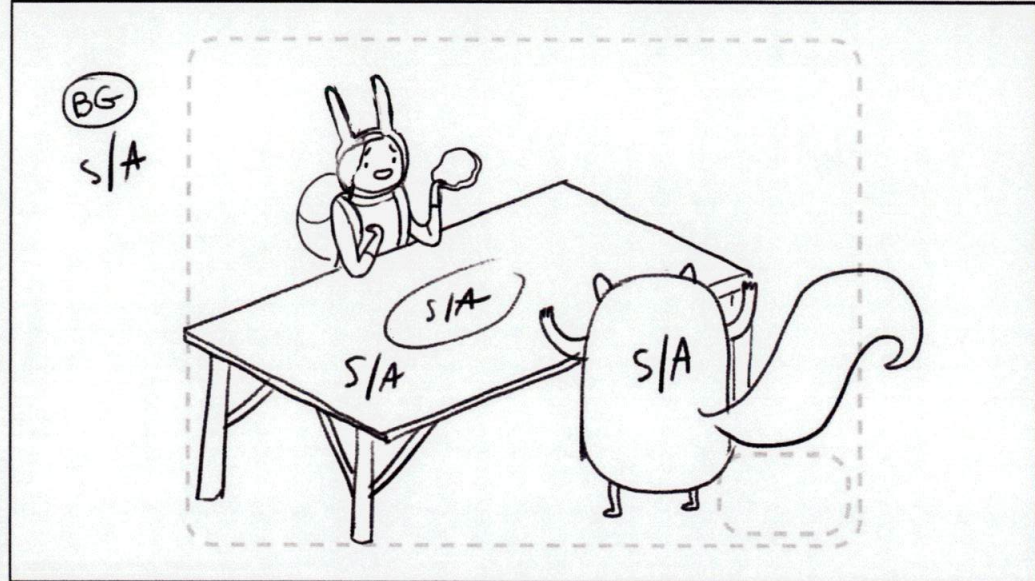
ADVENTURE TIME



Sc. 36 CONT Pnl. E

Bg.

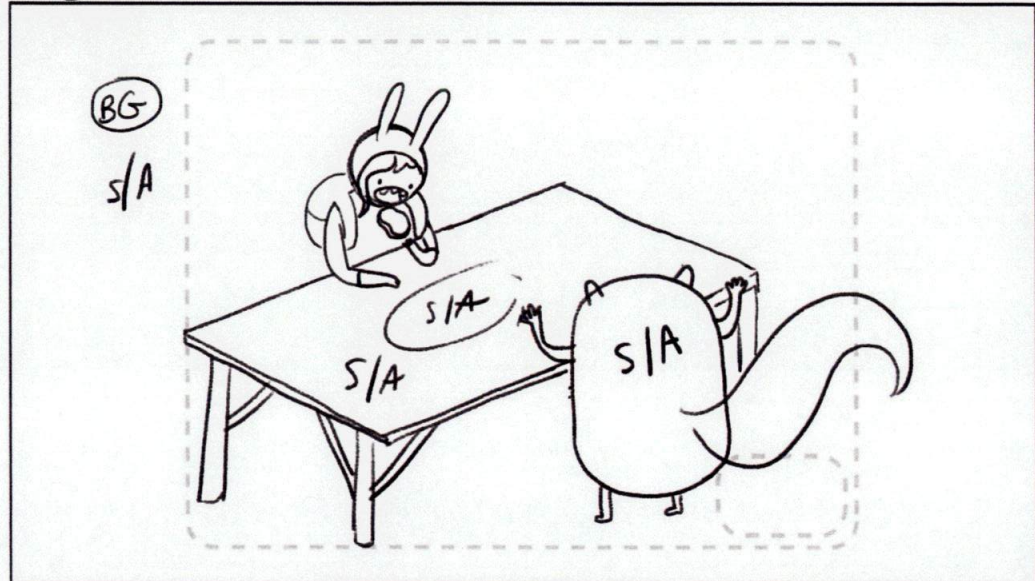
day night



Sc. 36 CONT Pnl. F

Bg.

day night



Dialog:	F: Sorry Cake, but these just look like formless blobs of sweet flapjack to me.	E: [EATING]
Action:	~ F eats the flapjack	
Timing:		

OCT 30 2015

EPISODE # 1034-237

Production :

1034/237

1034/237

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ADVENTURE TIME

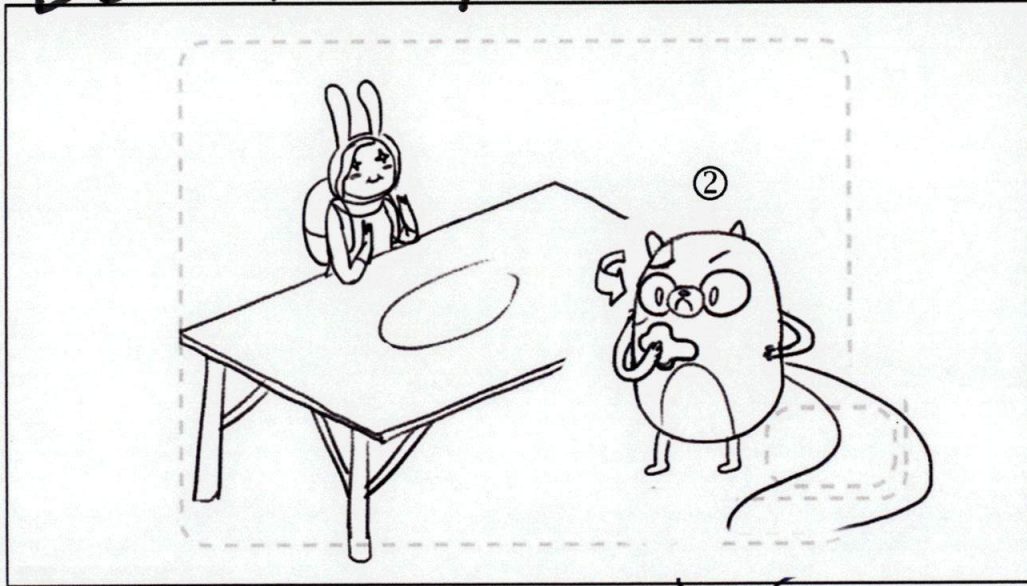


Page **55**

Sc. **36 cont** Pnl. **G**

Bg.

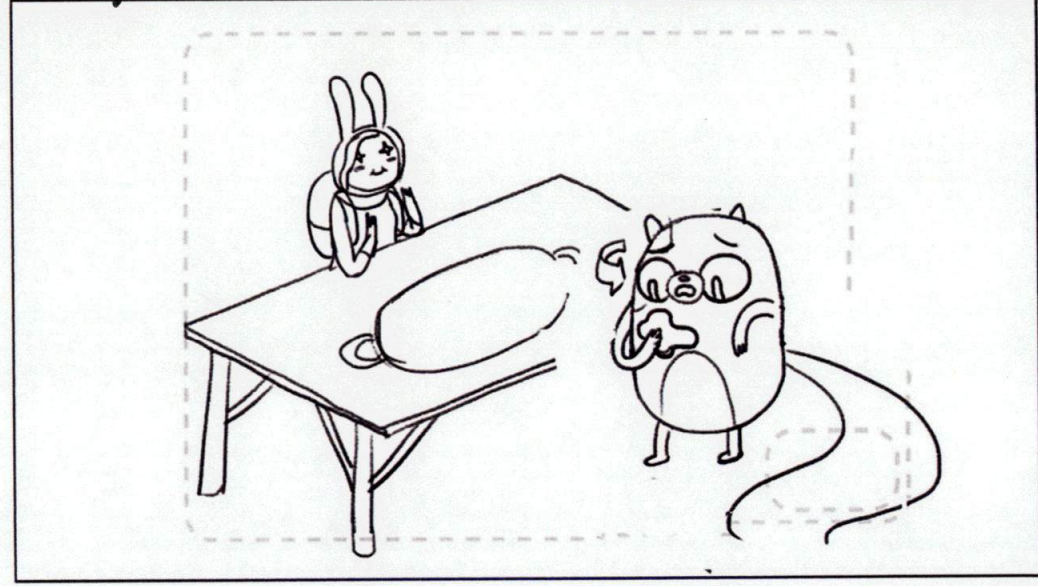
day night



Sc. **36 cont** Pnl. **H**

Bg.

day night



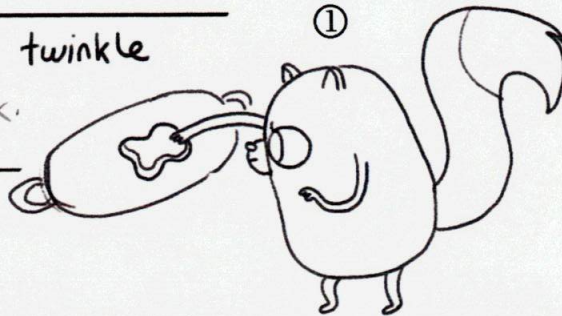
EPISODE # **1034-237**

1034/237

Dialog:

C : Sigh, it's true.

Action: - F's eyes quickly twinkle
- C. PICKS UP FLAPJACK.



Timing:

OCT 30 2015

Production :

1034/237

1034/237

ADVENTURE TIME

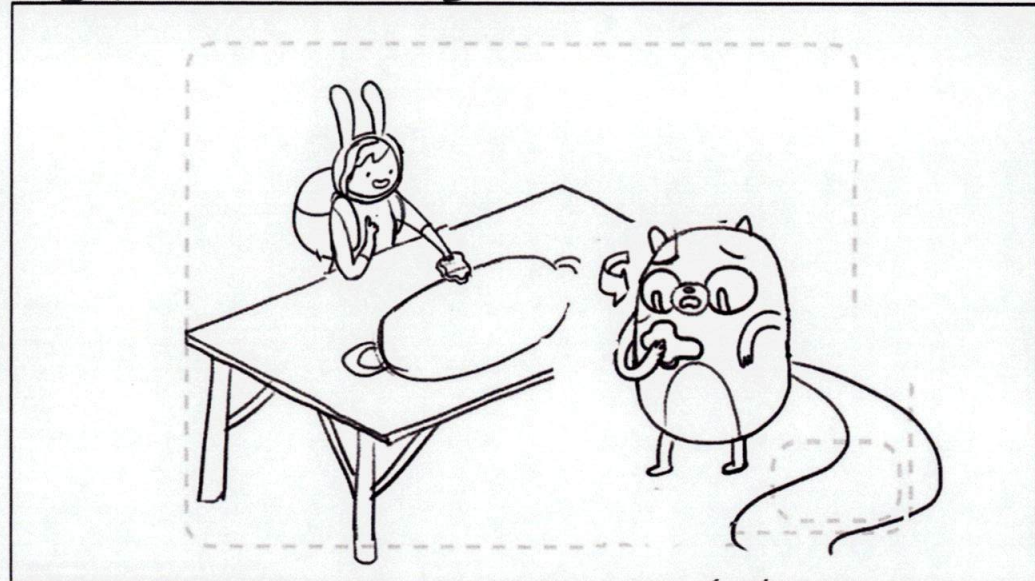


Page 56

Sc. 36 cont Pnl. I

Bg.

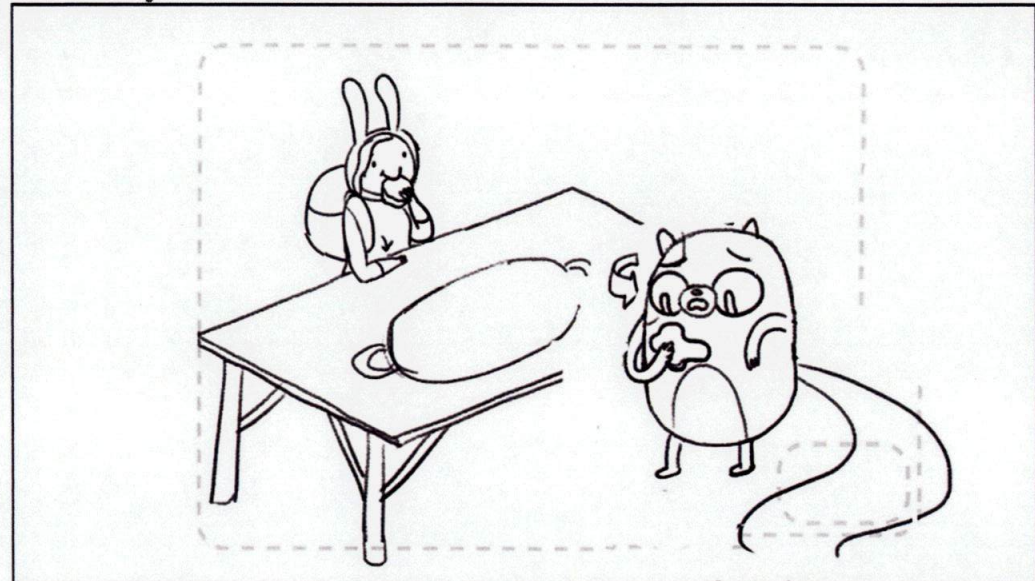
day night



Sc. 36 cont Pnl. J

Bg.

day night



Dialog:
Action:
Timing:

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EPISODE # 1034-237

Production :

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ADVENTURE TIME



Page **51**

Sc. **36 CONT** Pnl. **K**

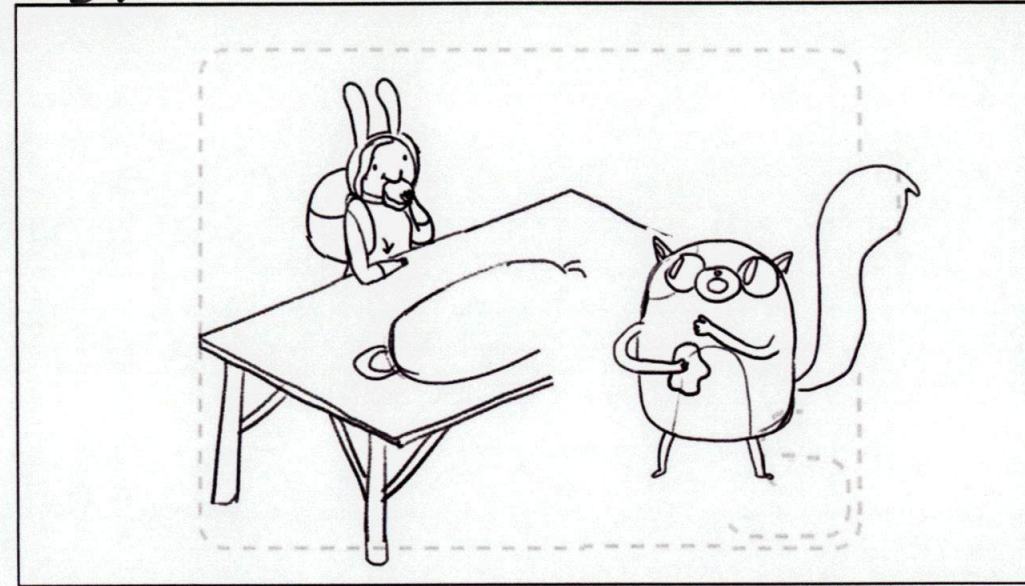
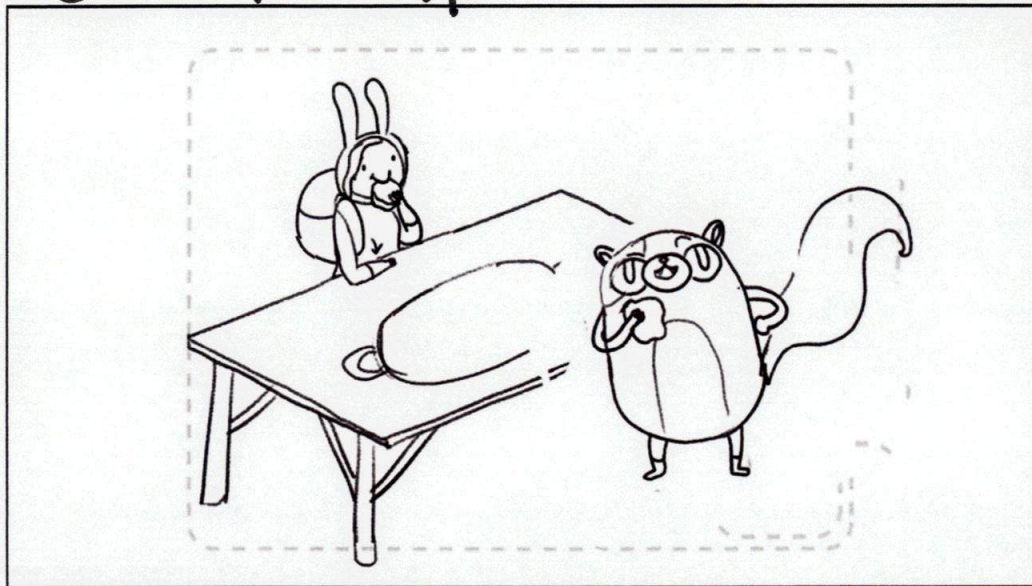
Bg.

day night

Sc. **36 CONT** Pnl. **L**

Bg.

day night



Dialog:

C: Maybe if I based them off
real people.

C: Do some "life cooking" ...

Action:

- C, TURNS AWAY.

Timing:

OCT 30 2015

EPISODE # 1034-237

Production :

1034/237

1034/237

ADVENTURE TIME



Sc. 37

Pnl.

Bg. B

day night

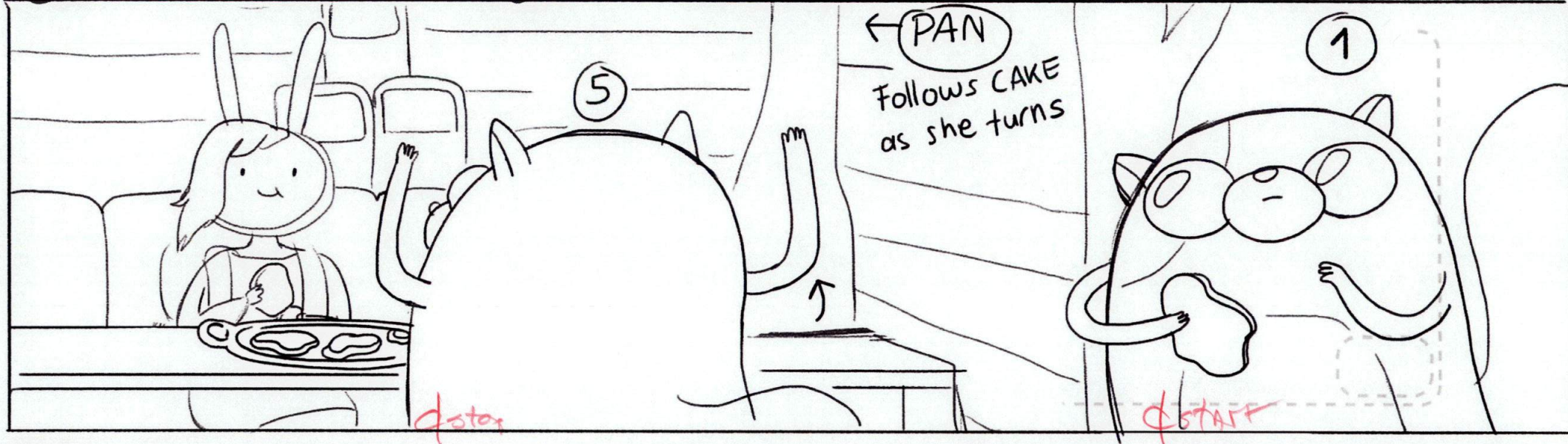
Sc.

Pnl.

A

Bg.

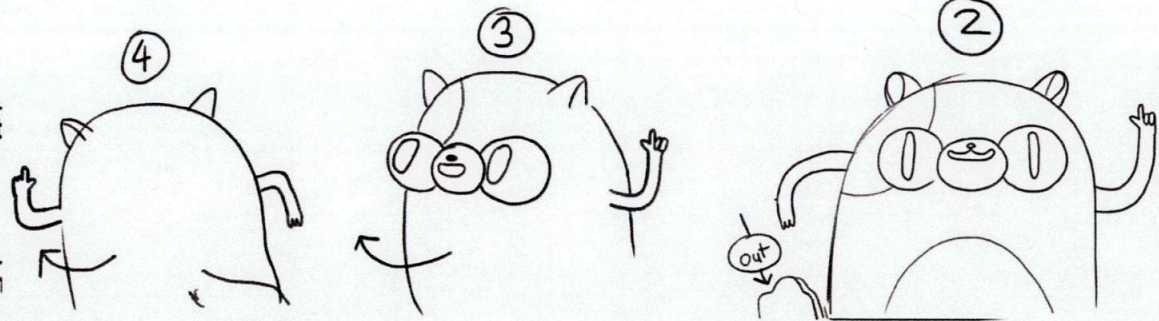
day night



Dialog:

Act

Tim



② C : Non-fiction flapjacks!

⑤ C : Let's go griddle up portraits
of the entire kingdom!

OCT 30 2015

- CAKE TURNS IN FOREGROUND

EPISODE # 1034-237

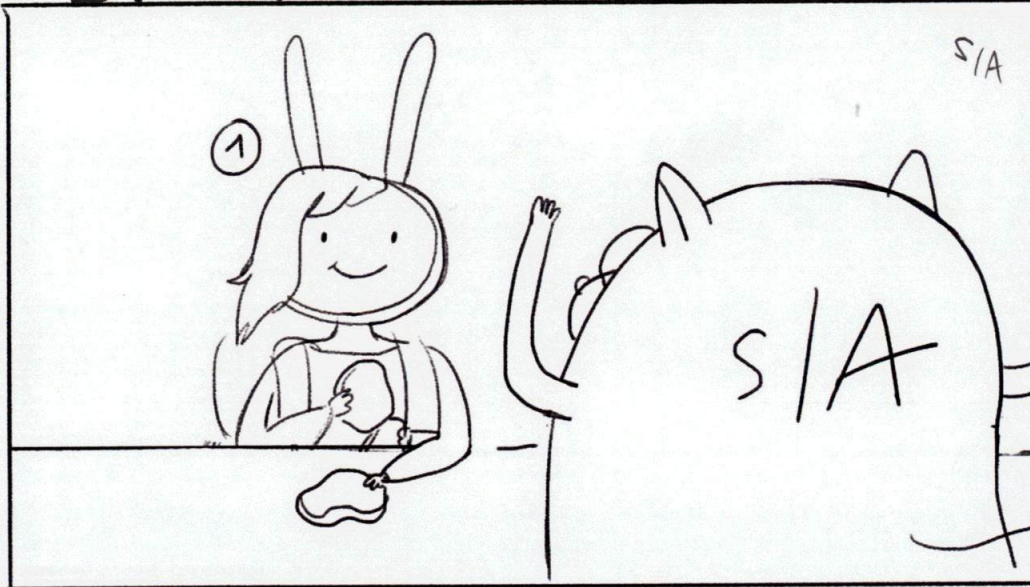
Production :

ADVENTURE TIME

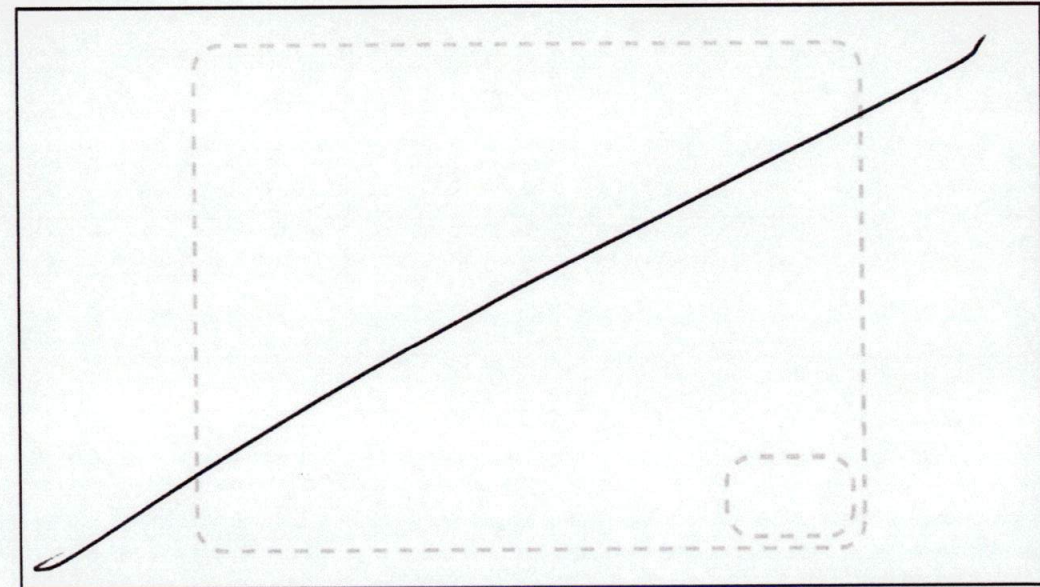


Page 59

Sc. B7 CONT Pnl. C Bg. day night

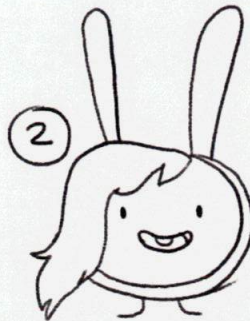


Sc. Pnl. Bg. day night



Dialog: F: Sounds good to me.

Action:



Timing:

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ADVENTURE TIME



Next Pg. 57

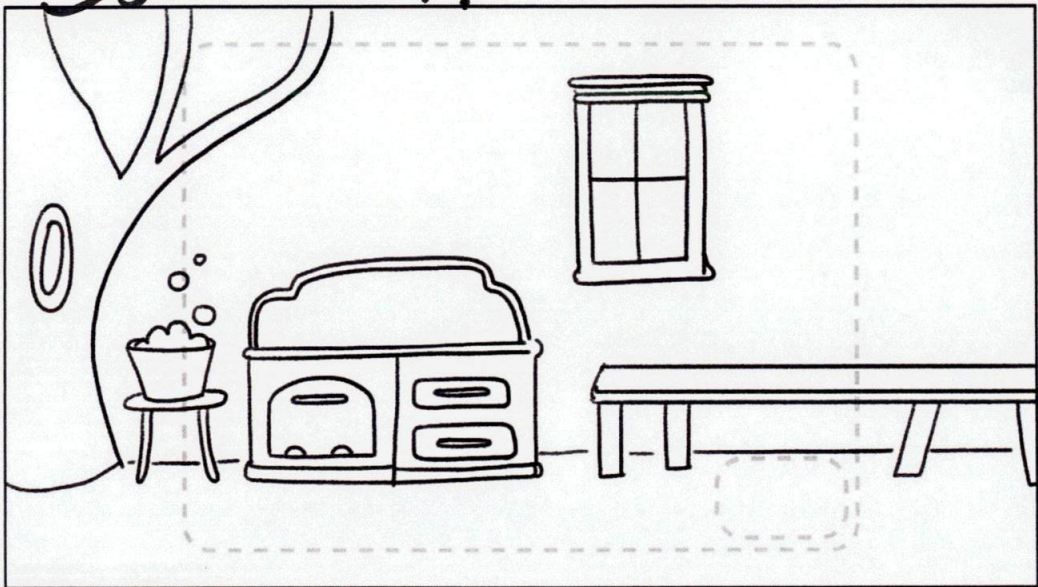
Page **60**
NO PGS 61-63
day night

Sc. **38**

Pnl. **A**

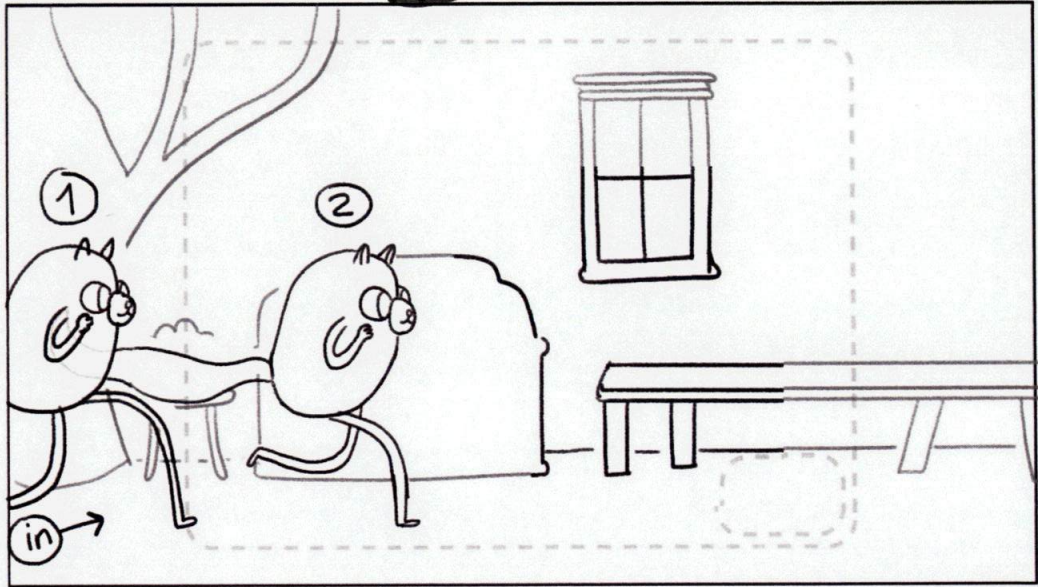
Bg.

day night



Sc. **38 cont** Pnl. **B**

Bg.



1034-237

EPISODE #

Production :

Dialog:

Action:

- CAKE STRETCH WALKS ON/S.

OCT 30 2015

Timing:

ADVENTURE TIME



NO SC'S

NO SC'S
39-40

Page 65

Sc. 38 *CONT* Pnl. *E*

Bg.

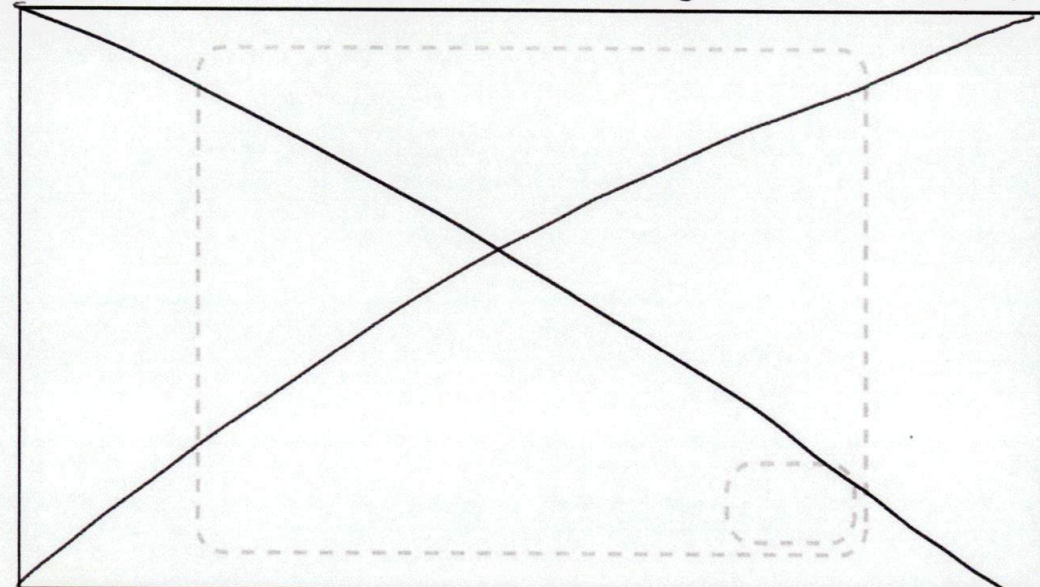
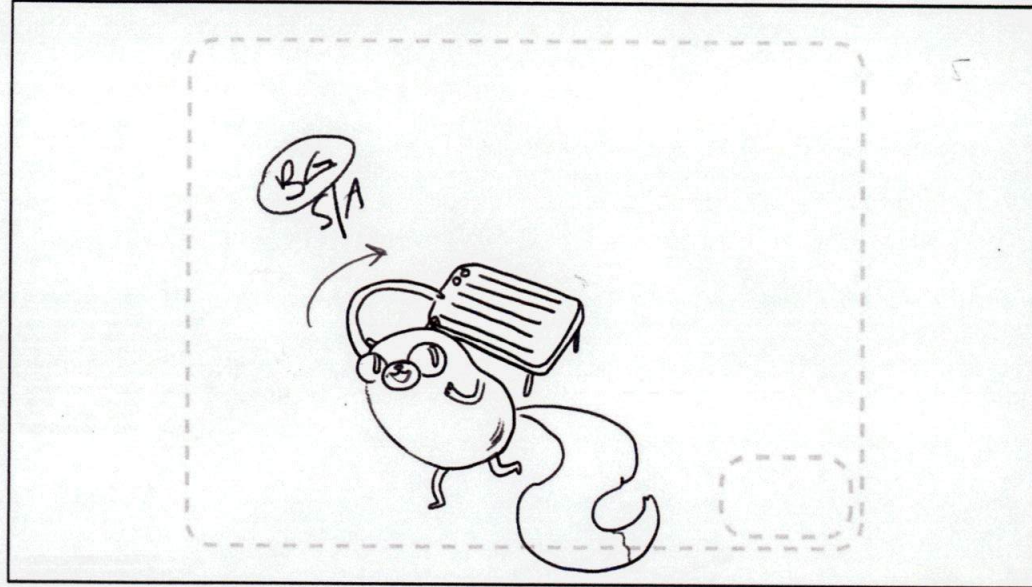
day night

Sc.

Pnl.

Bg.

day night



Dialog:

C: My portable griddle ...

Action:

- C. PULLS OUT GRIDDLE.

Timing:



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Production :

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ADVENTURE TIME



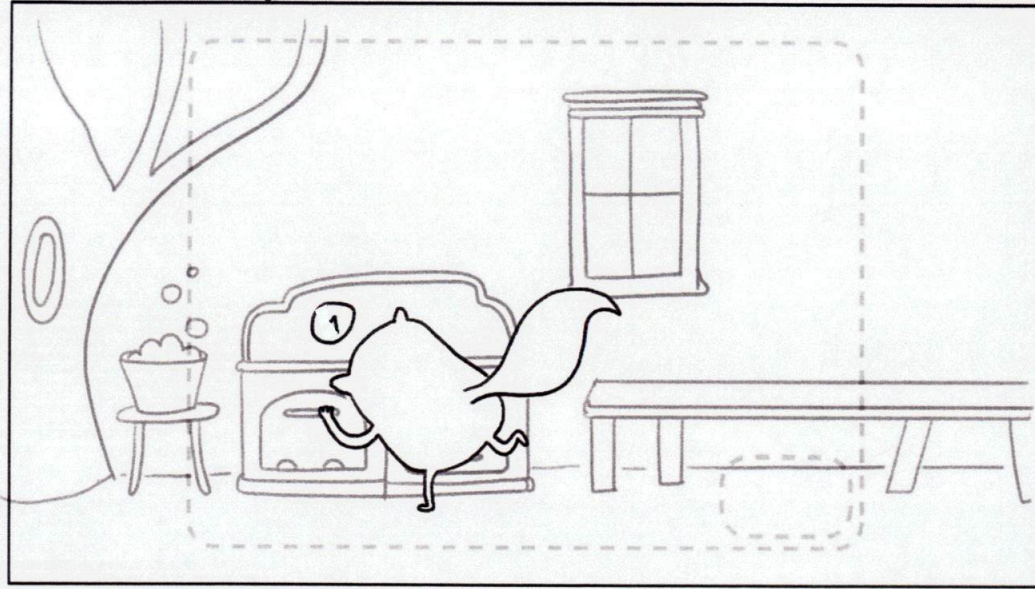
Prev. Page

Page 64

Sc. 38 *CONT* Pnl. C

Bg.

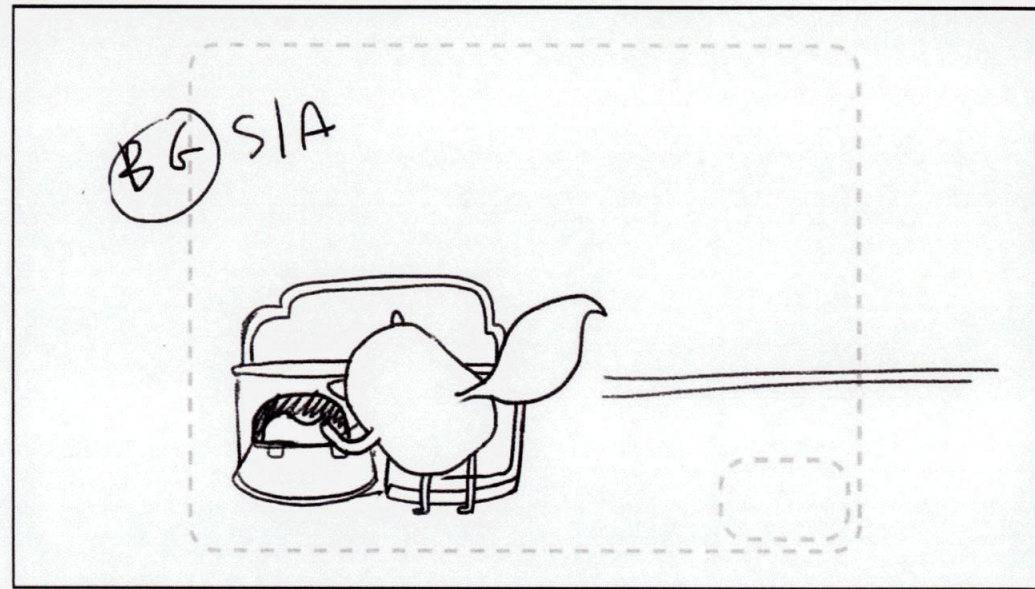
day night

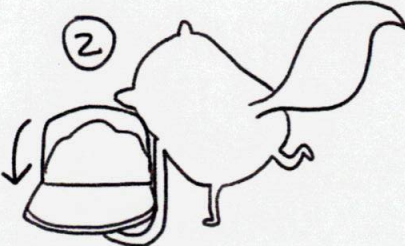


Sc. 38 *CONT* Pnl. D

Bg.

day night



Dialog:	C: gotta get my supplies together.	
Action:		- C. OPENS OVEN.
Timing:	OCT 30 2015	

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Production :

1034/237

1034/237

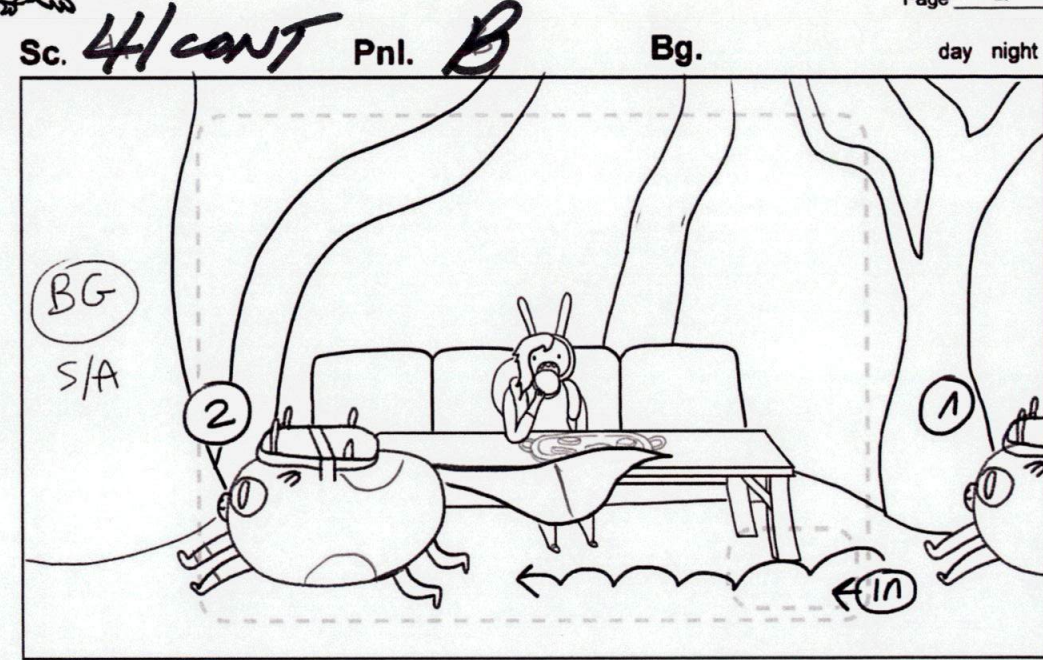
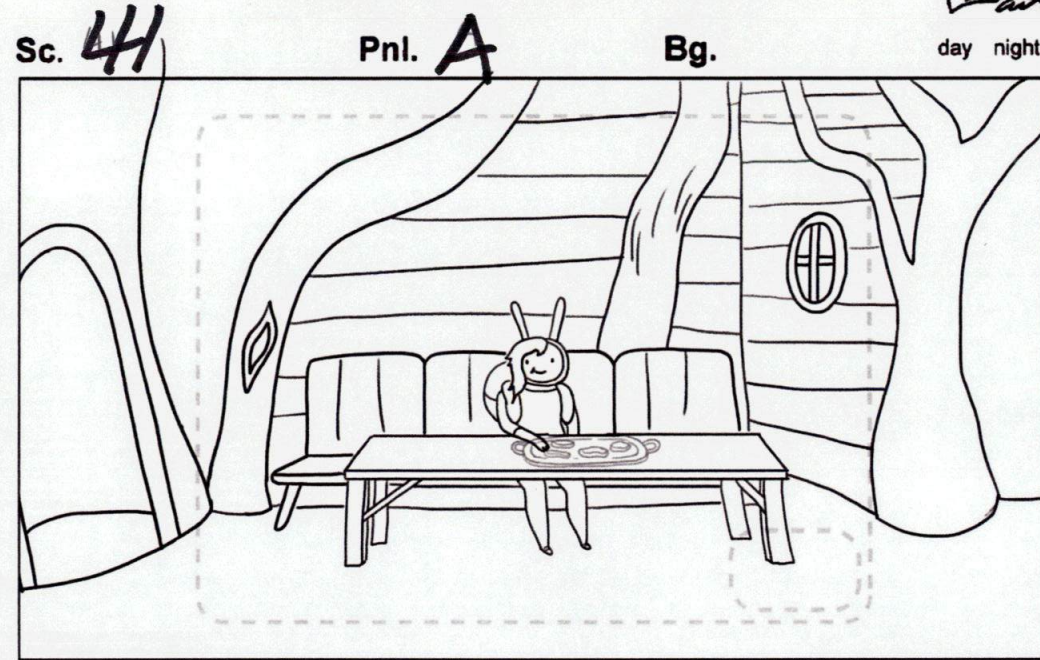
1034/237

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ADVENTURE TIME



Page 66



Dialog:

C (off screen): some peppermint eggs... F: [CHEWING]

Action:

SFX: Rattling, clanking of pans/cabinets
— off-screen — CAKE RUNS ON/5

OCT 30 2015

Timing:

EPISODE # 1034-237

Production :

1034/237

1034/237

1034/237

ADVENTURE TIME

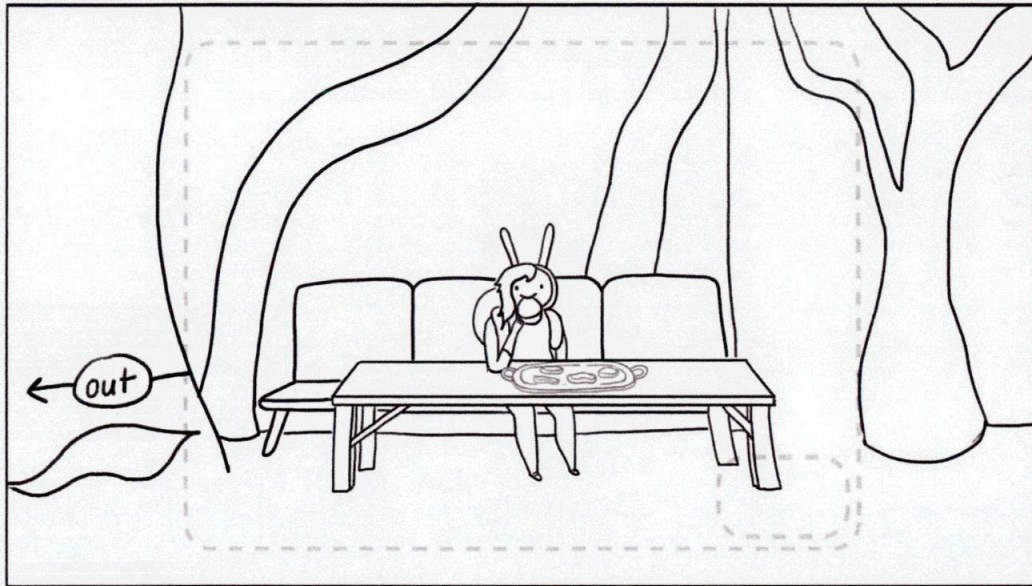


Page 67

Sc. 4/CONT Pnl. C

Bg.

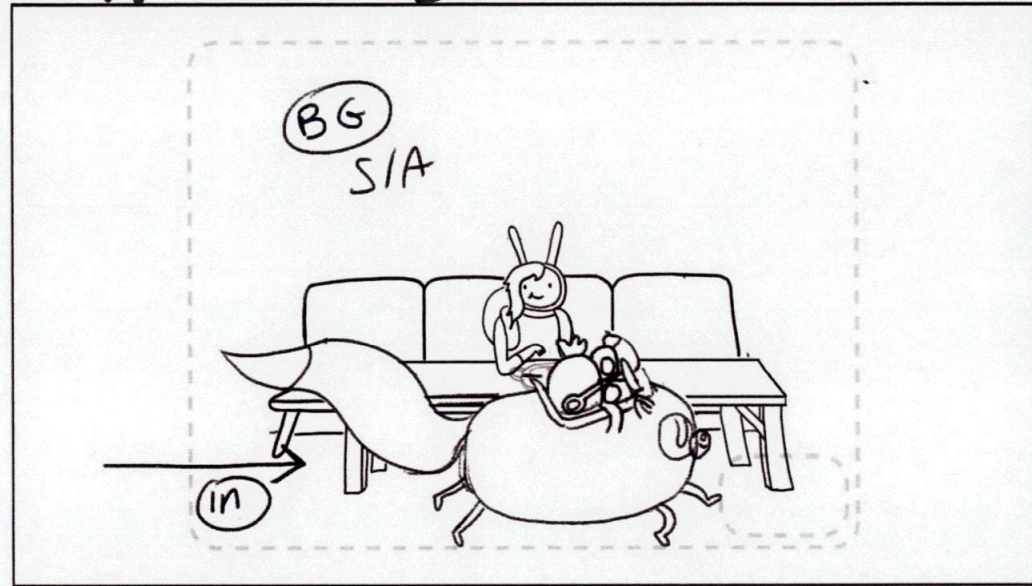
day night



Sc. 4/CONT Pnl. D

Bg.

day night



EPISODE # 1034-237

1034/237

Dialog: C (off-screen): And the twice-cursed flour!
 (F) chewing

Action: - CAKE RUNS OFF/S.
 SFX: More off screen rattling

(F) 's eating

OCT 30 2015

Timing: (C) has more stuff on her back.
 (eggs, spoons)

Production :

1034/237

ADVENTURE TIME



Page **68**

Sc. **4/cont** Pnl. **E**

Bg.

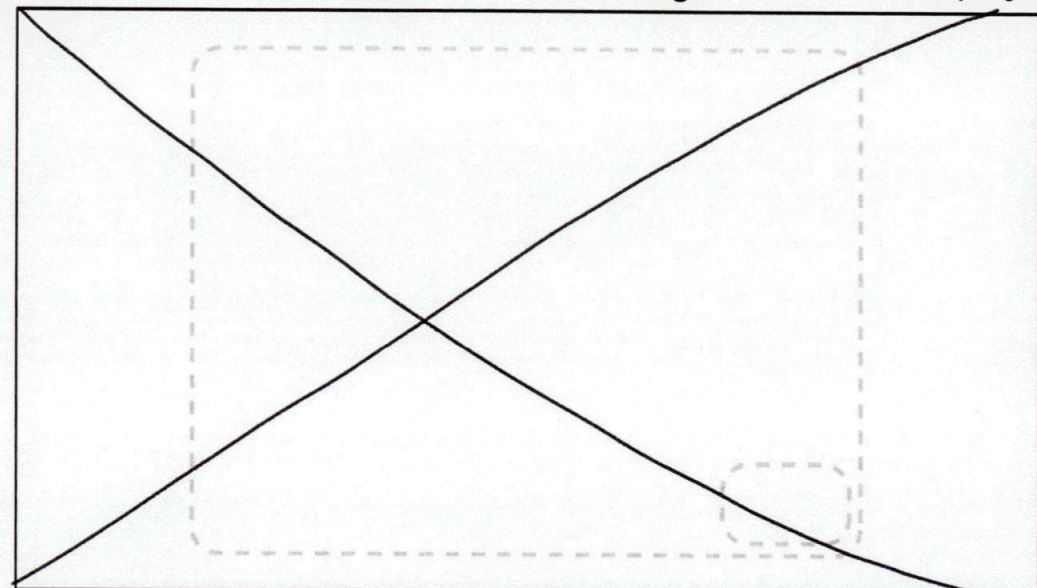
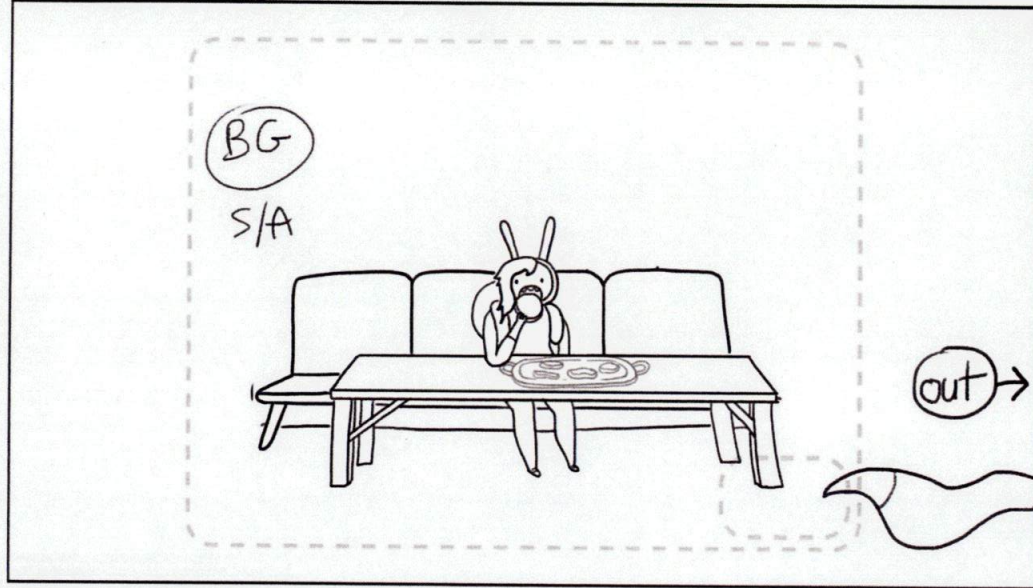
day night

Sc.

Pnl.

Bg.

day night



Dialog:

© : Got it!

Action:

- LAKE RUNS OFF/S,

OCT 30 2015

Timing:

EPISODE #

1034-237

Production :

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1034/237

ADVENTURE TIME

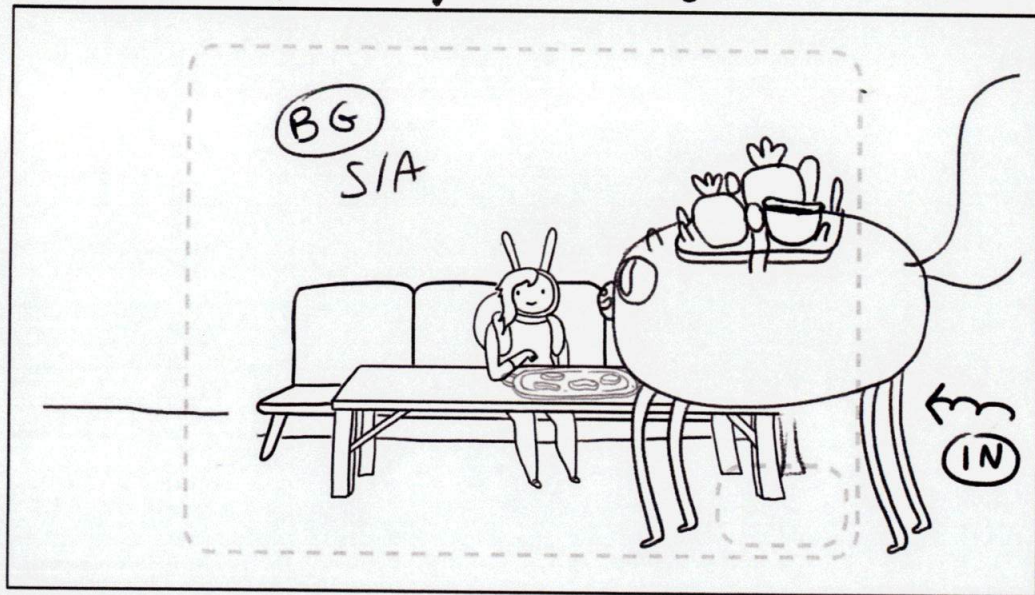


Page 69
day night

Sc. 4/CONT Pnl. F

Bg.

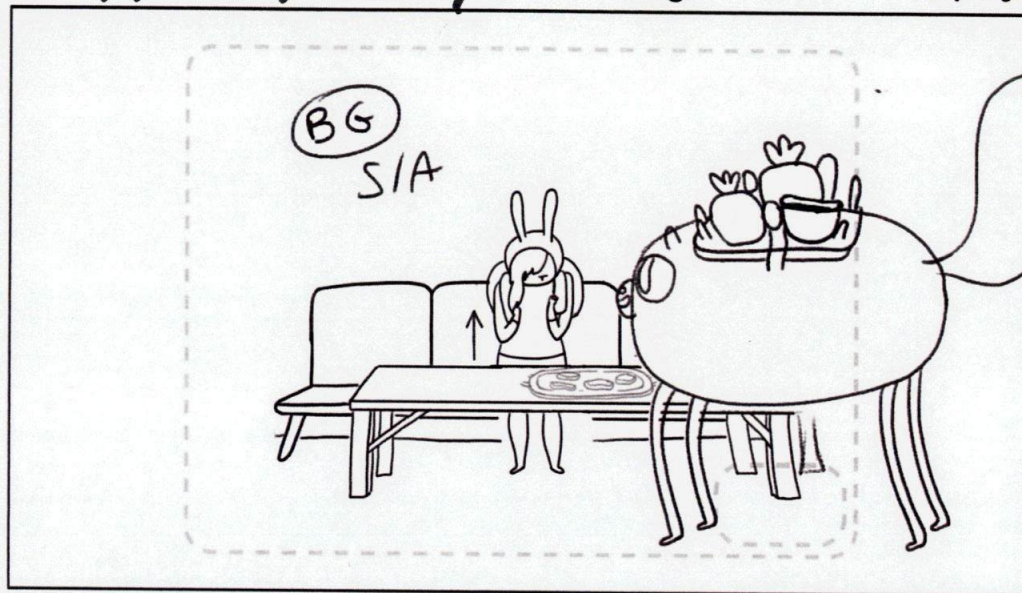
day night



Sc. 4/CONT Pnl. G

Bg.

day night



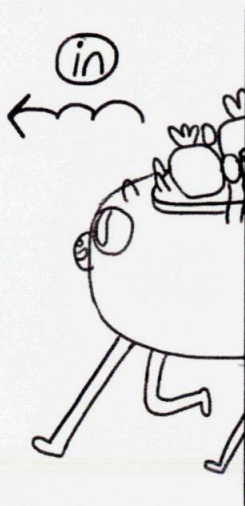
Dialog:

C: Ready for stories and flapjacks?

Action:

- C. WALKS ON/5.

Timing:



F: Heck yes!

① F stands up fast + very seriously

OCT 30 2015

EPISODE # 1034-237

Production :

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1034/237

1034/237

ADVENTURE TIME

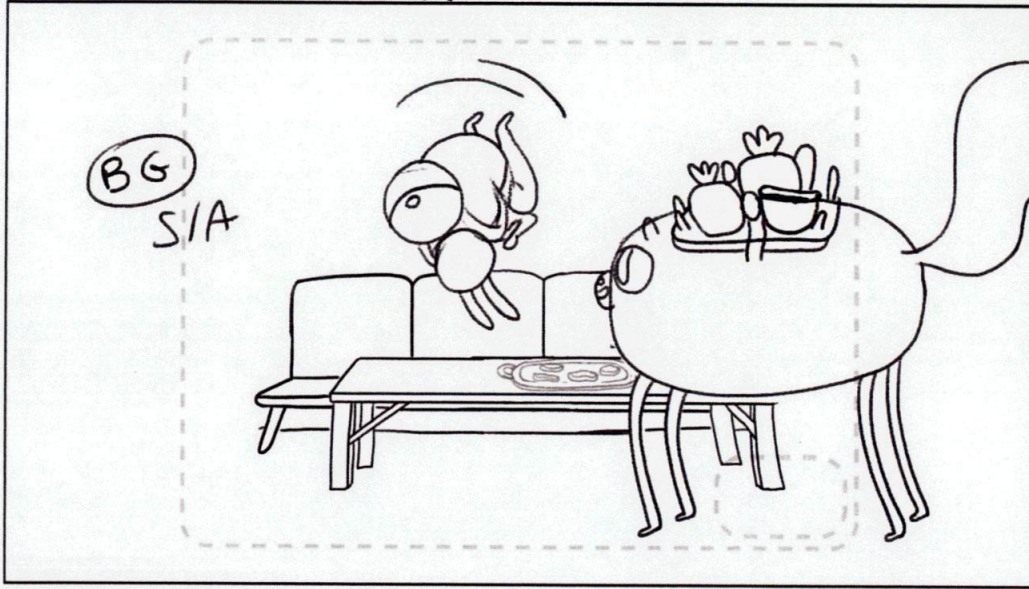


Page 70
day night

Sc. 4/cont Pnl. H

Bg.

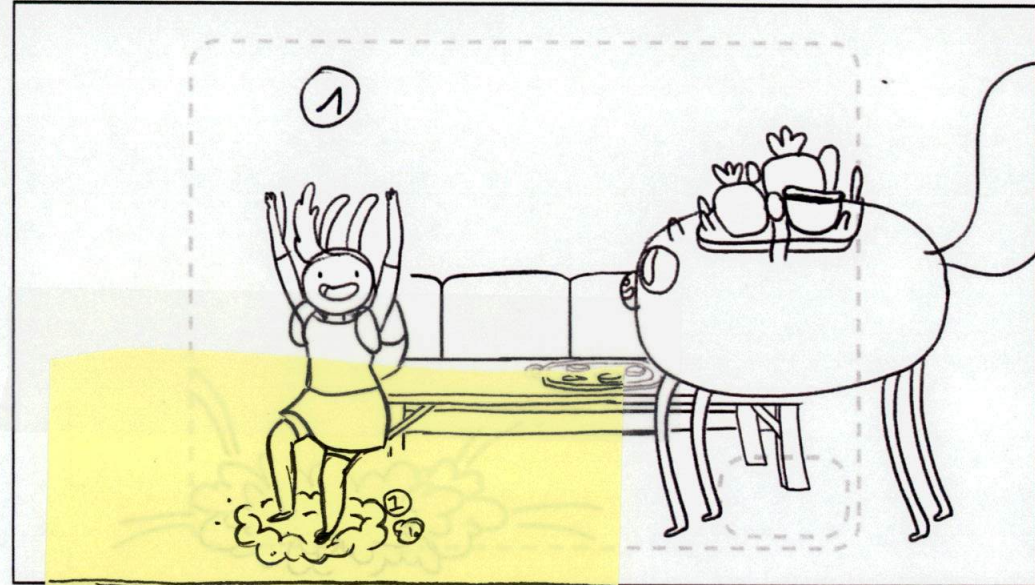
day night



Sc. 4/cont Pnl. I

Bg.

day night



EPISODE # 1034-237

1034/237

Dialog:

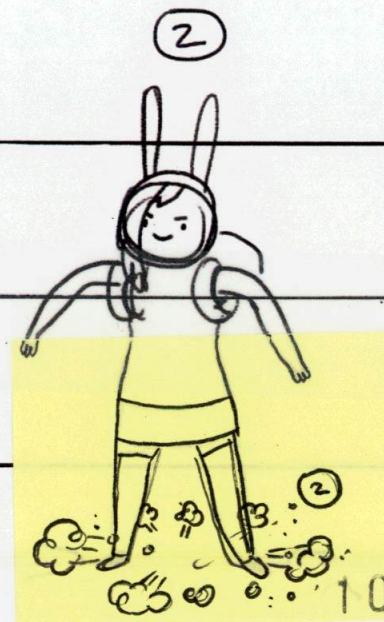
Action:

SOMEERsaults over the table

- Dramatic Landing

Timing:

OCT 30 2015



Production :

1034/237

ADVENTURE TIME

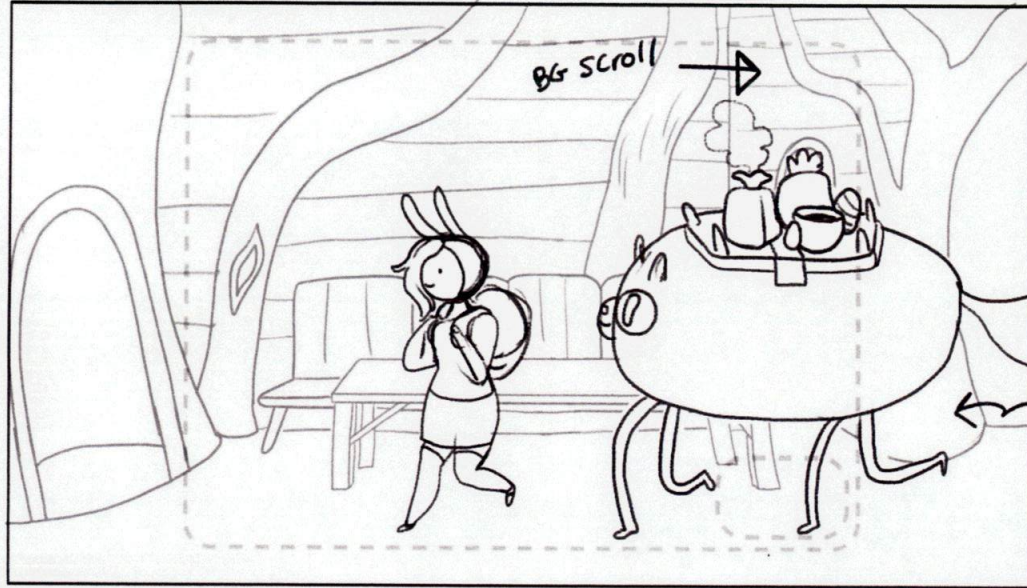


Page 71
day night

Sc. 4/CONT Pnl. J

Bg.

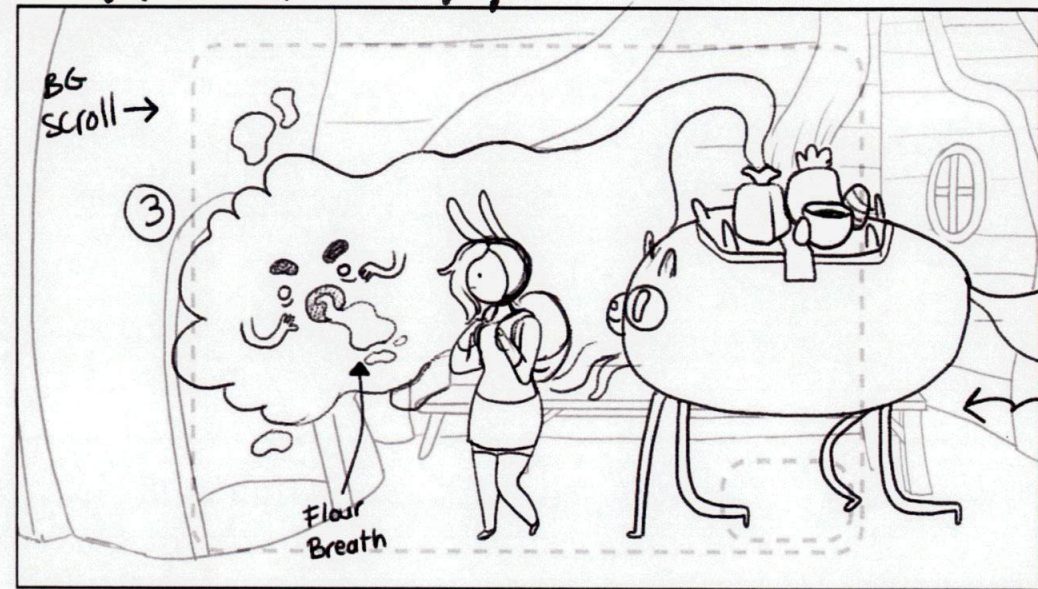
day night



Sc. 4/CONT Pnl. K

Bg.

day night



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EPISODE #

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Dialog:

SFX: * PFFFT *

OOOOO...

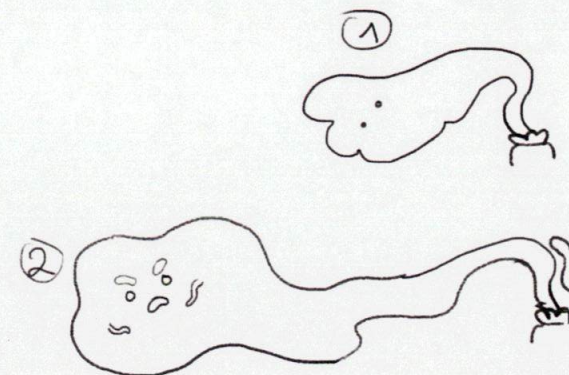
Flour Demon: You're wasting me on breakfast!

Action:

- Flour cloud comes out of flour bag
- F+C WALK LEFT.

Timing:

OCT 30 2015



Production :

1034/237

1034/237

ADVENTURE TIME

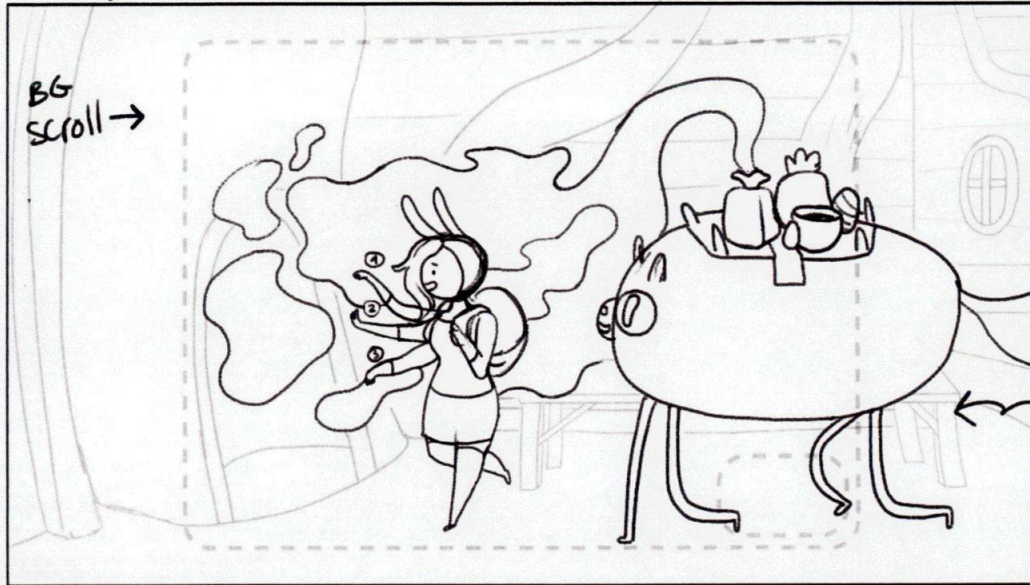


Page 72
day night

Sc. 4H CONT Pnl. L

Bg.

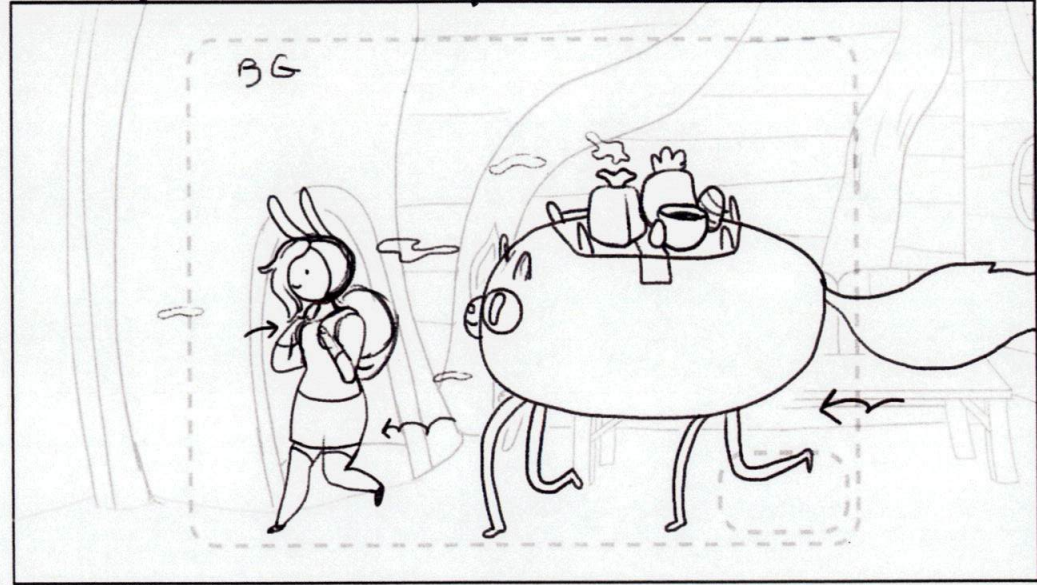
day night



Sc. 4H/CONT Pnl. M

Bg.

day night



Dialog:

F+C: Noone asked you, Flour Demon!

Sfx: A PFFT X

FD: 000....

Action:

F waves Flour demon away.

FD dissipates

OCT 30 2015

Timing:

1034-237

EPISODE #

1034/237

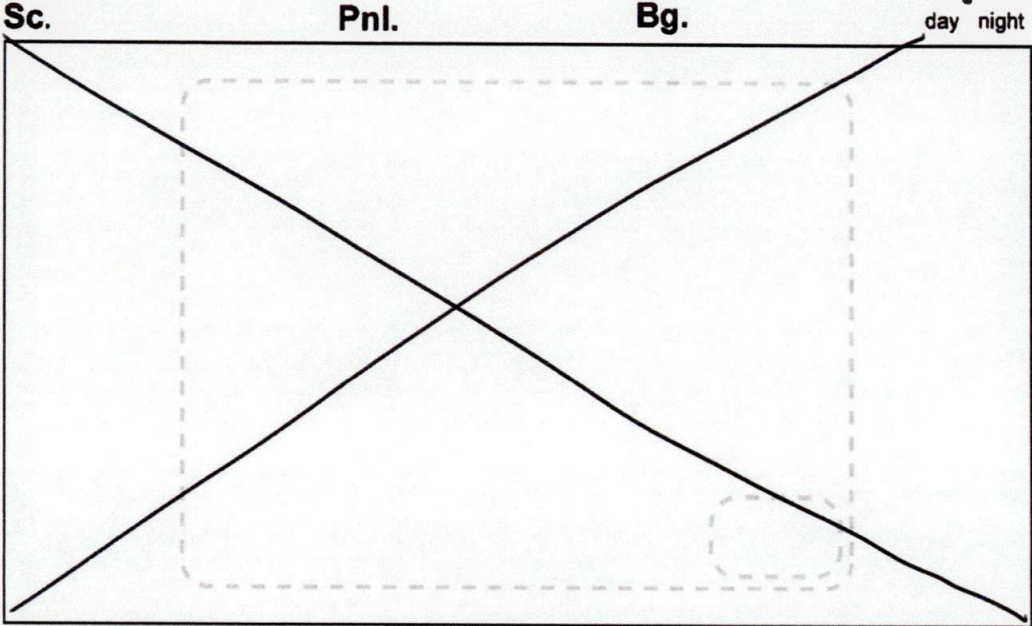
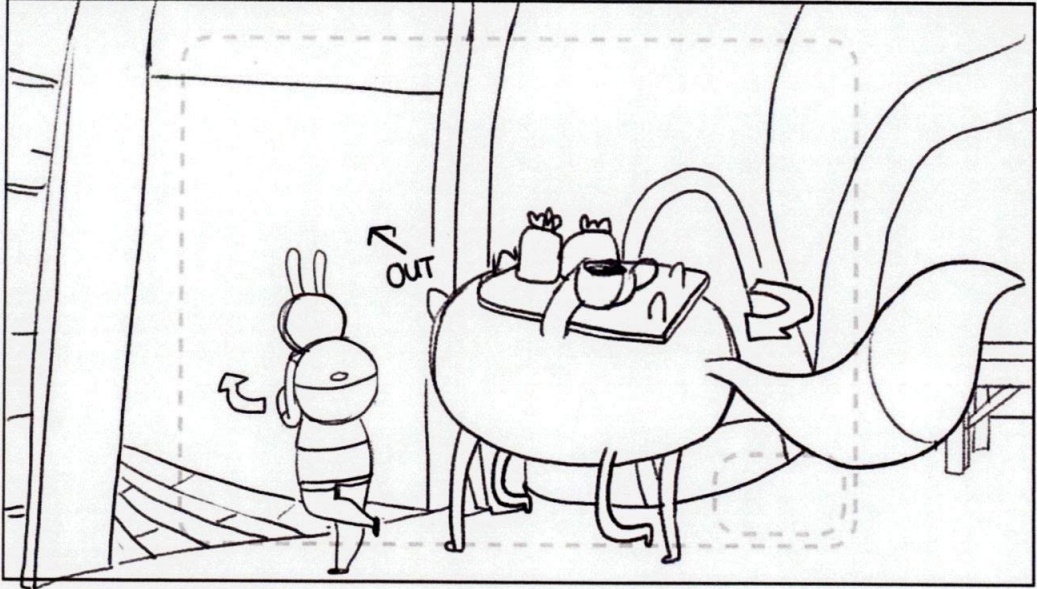
Production :

1034/237

ADVENTURE TIME



Sc. 41 CONT Pnl. N Bg. day night



Dialog:

Action: - F+C WALK OFF/K,
OCT 30 2015

Timing:

EPISODE # 1034-237

Production :

1034/237

1034/237

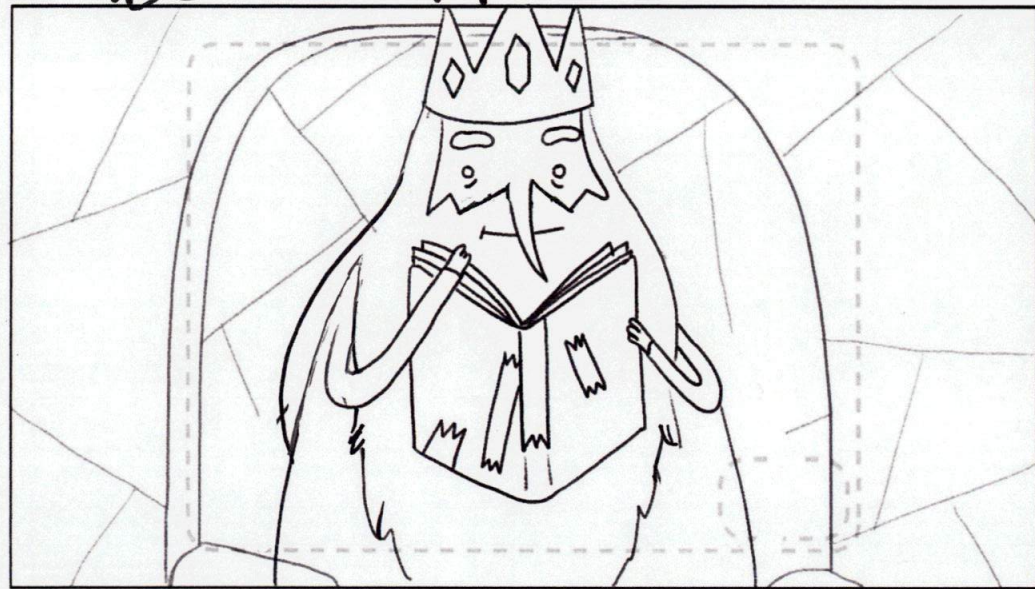
1034/237

ADVENTURE TIME



Page 74
day night

Sc. 42 Pnl. A Bg. day night



Sc. 42 cont Pnl. B Bg. day night



Dialog:	IK: That was like a cookbook (whispered) Written by a genius.
Action:	
Timing:	

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Production :

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1034/237

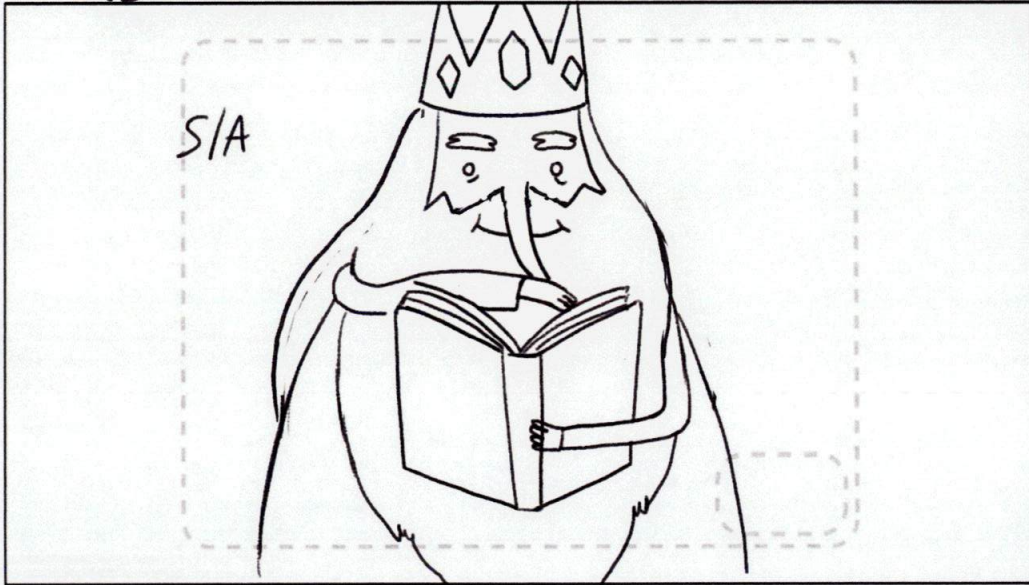
1034/237

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ADVENTURE TIME



Sc. 42 cont Pnl. C Bg. day night



Sc. 42 cont Pnl. D Bg. day night



Dialog:	<u>IK: Onto the next chapter -</u>
Action:	<u>- IK turns page</u>
Timing:	

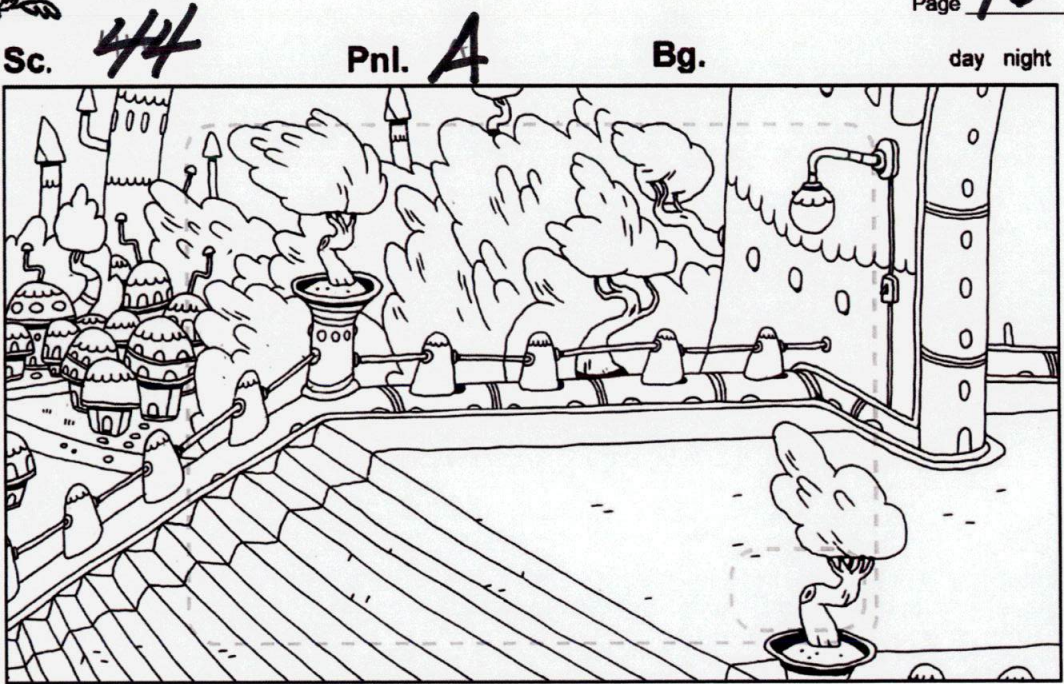
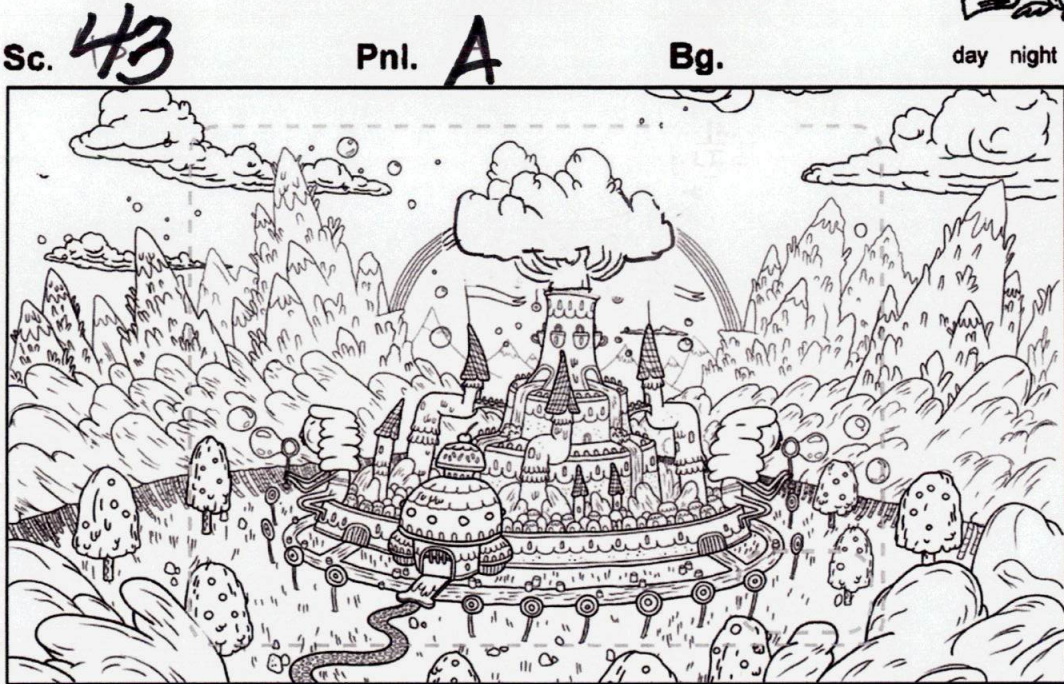


OCT 30 2015

EPISODE #

Production :

ADVENTURE TIME



Dialog:
(1K) 1/0 "A GAME OF GUMBALL" PB's Candy Kingdom
Action:
OCT 30 2015
Timing:

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ADVENTURE TIME

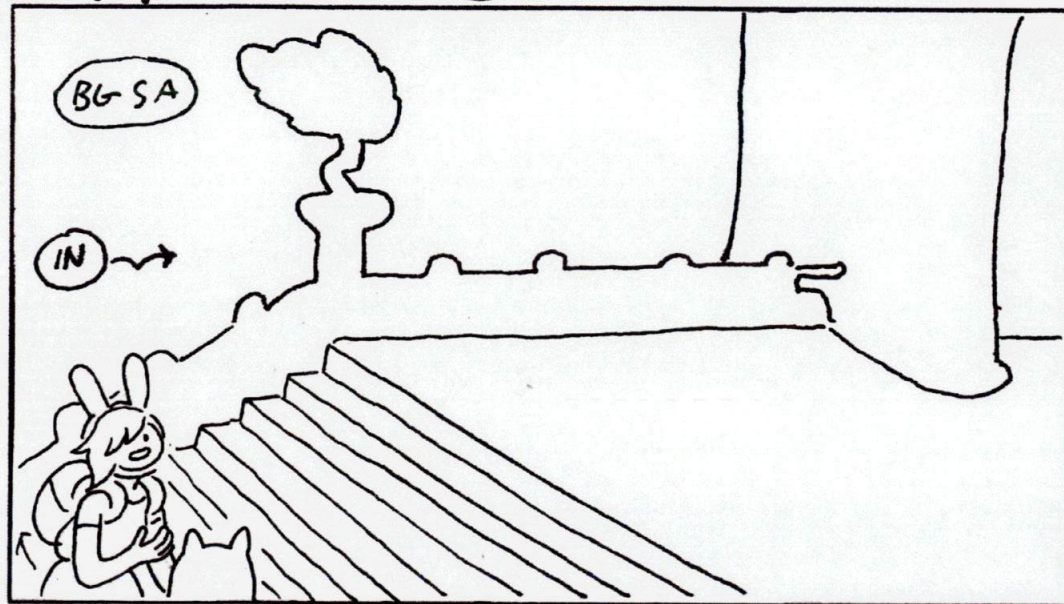


Page 77

Sc. 44 CONT Pnl. B

Bg.

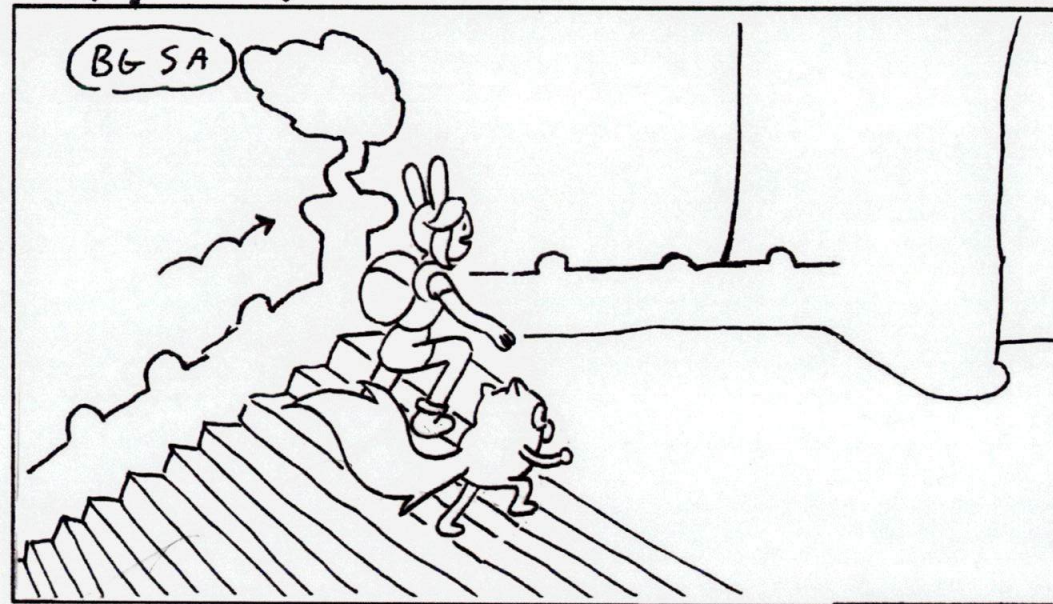
day night



Sc. 44 CONT Pnl. C

Bg.

day night



Dialog:

(F) PRINCE GUMBALL WOULD
PROBS MAKE A GREAT FLAPJACK
MODEL ...

Action:

- F + C WALK UP STAIRS ON/S.

OCT 30 2015

Timing:

Production :

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ADVENTURE TIME



Sc. **45**

Pnl. **A**

Bg.

day night

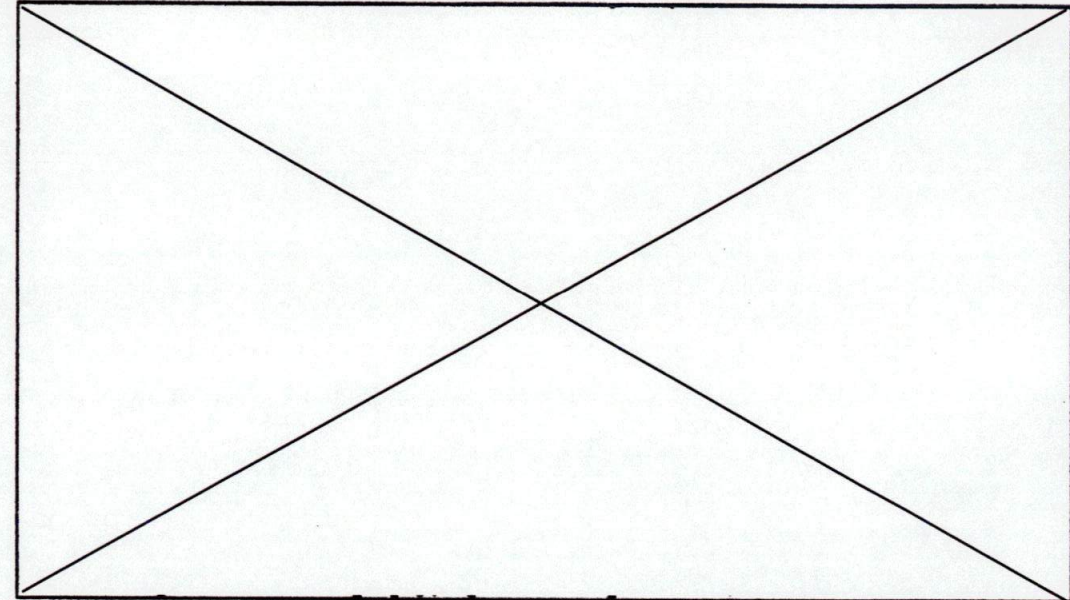


Sc.

Pnl.

Bg.

Page **70**
NO PG-79
day night



Dialog:

F SOMETIMES HE GETS SO
ABORBED IN HIS WORK THAT HE
DOESN'T MOVE FOR DAYS.

Action:

OCT 30 2015

Timing:

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Production :

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ADVENTURE TIME

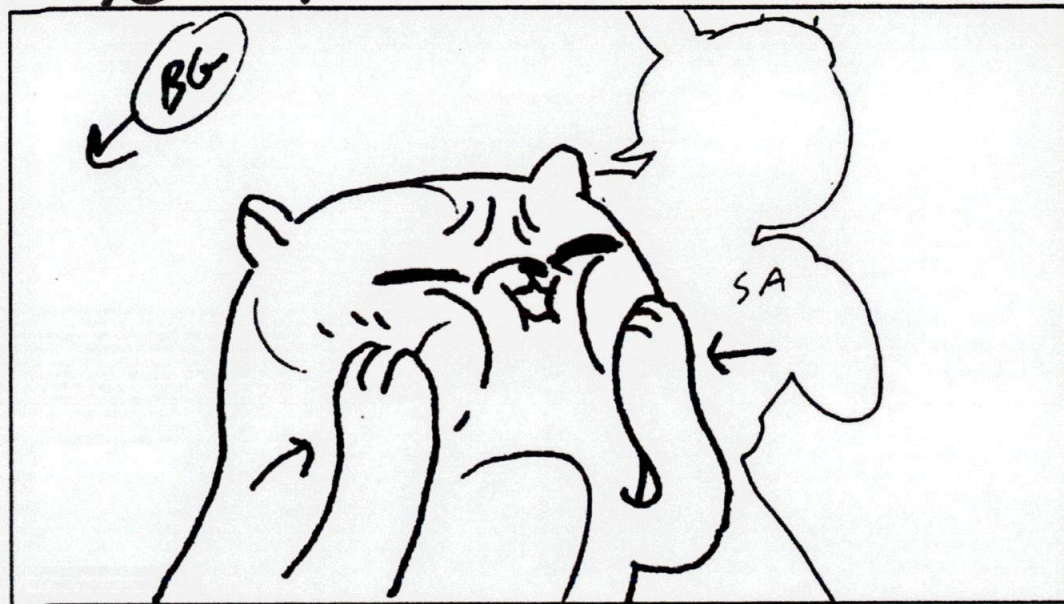


Page **80**

Sc. **45 CONT** Pnl. **B**

Bg.

day night

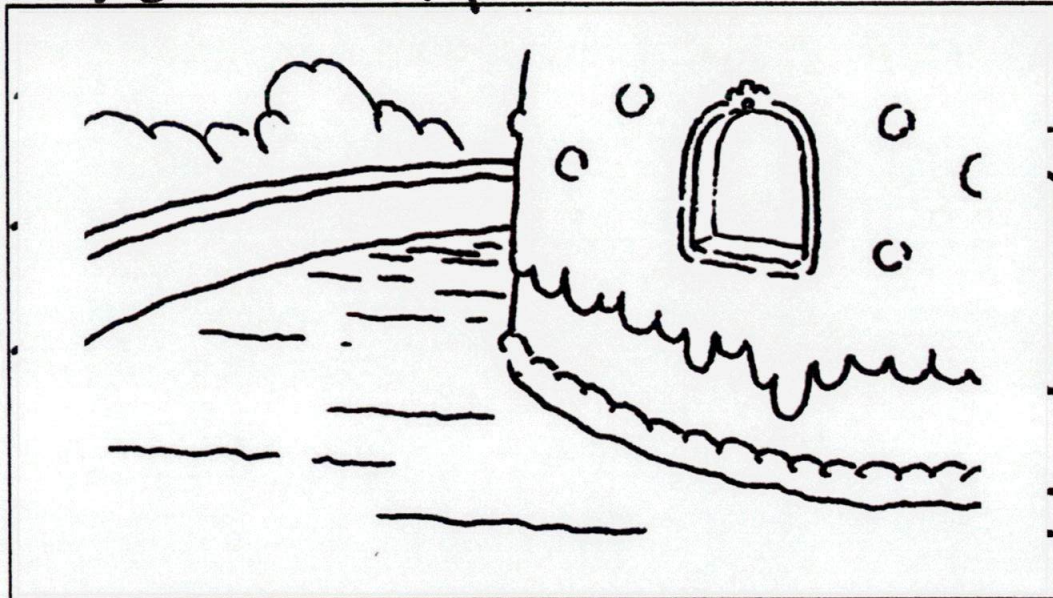


Sc. **46**

Pnl. **A**

Bg.

day night



Dialog:

© OH!

© TO COOK A ROYAL PORTRAIT!

Action:

- CAKE SQUISHES HER CHEEKS.

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Timing:

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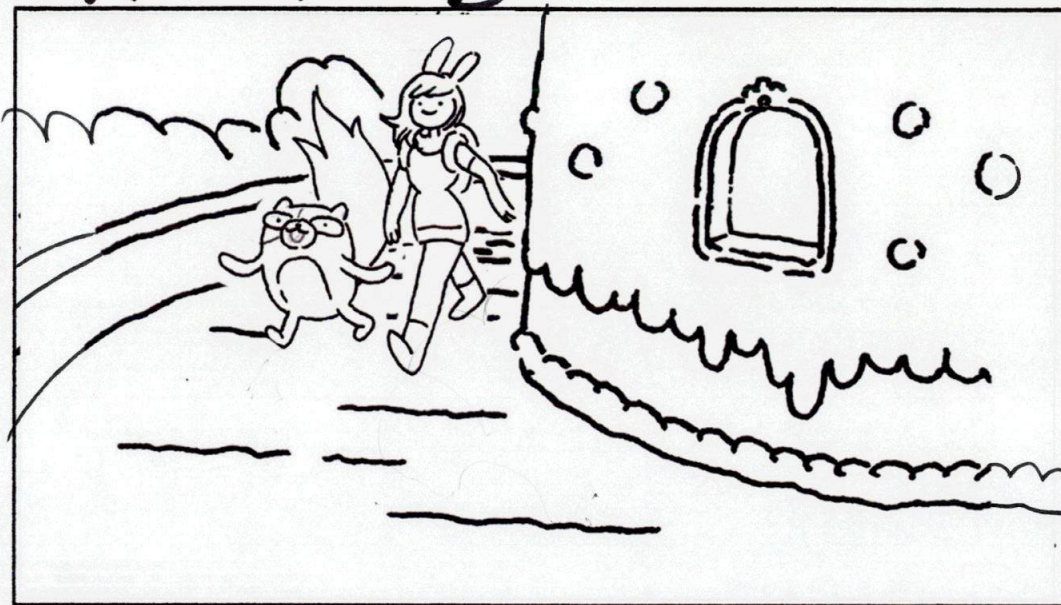


Page **81**

Sc. **46 CONT** Pnl. **B**

Bg.

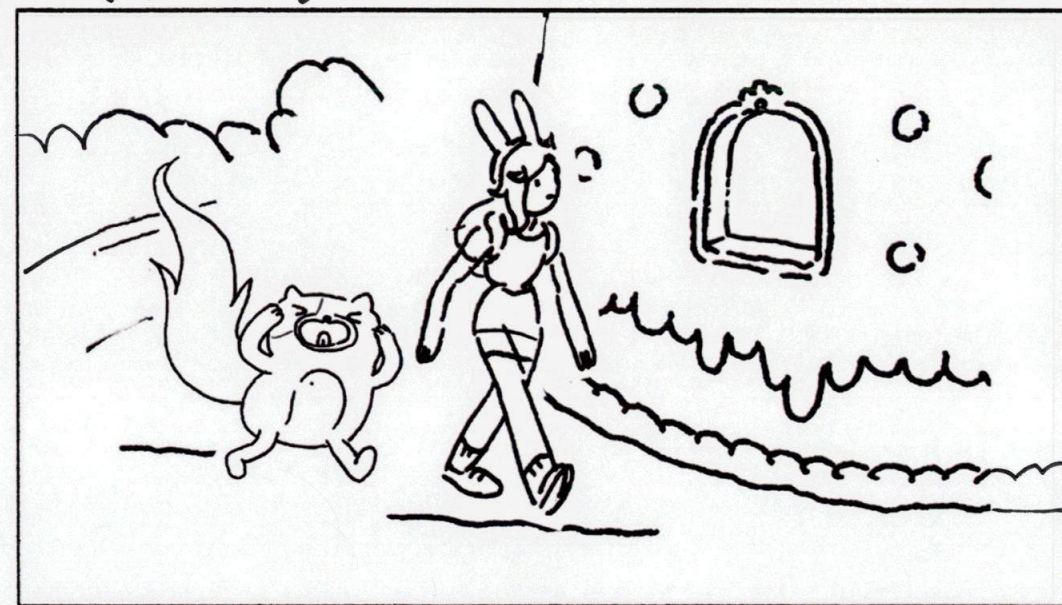
day night



Sc. **46 CONT** Pnl. **C**

Bg.

day night



Dialog:

© I CAN BREAK OUT THE
PINK SEASALT AND -

Action:

-F+C WALK ON/S.

-F+C ROUND CORNER.

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Timing:

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Production :

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1034/237

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ADVENTURE TIME



Page 82

Sc. 46 cont Pnl. D

Bg.

day night

Sc. 46 cont Pnl. E

Bg.

day night



Dialog:

(F) HEY!

(F) THERE'S GUMBALL.

Action:

- F STOPS NEXT TO WINDOW.

OCT 30 2015

Timing:

EPISODE # 1034-237

Production :

1034/237

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1034/237

ADVENTURE TIME



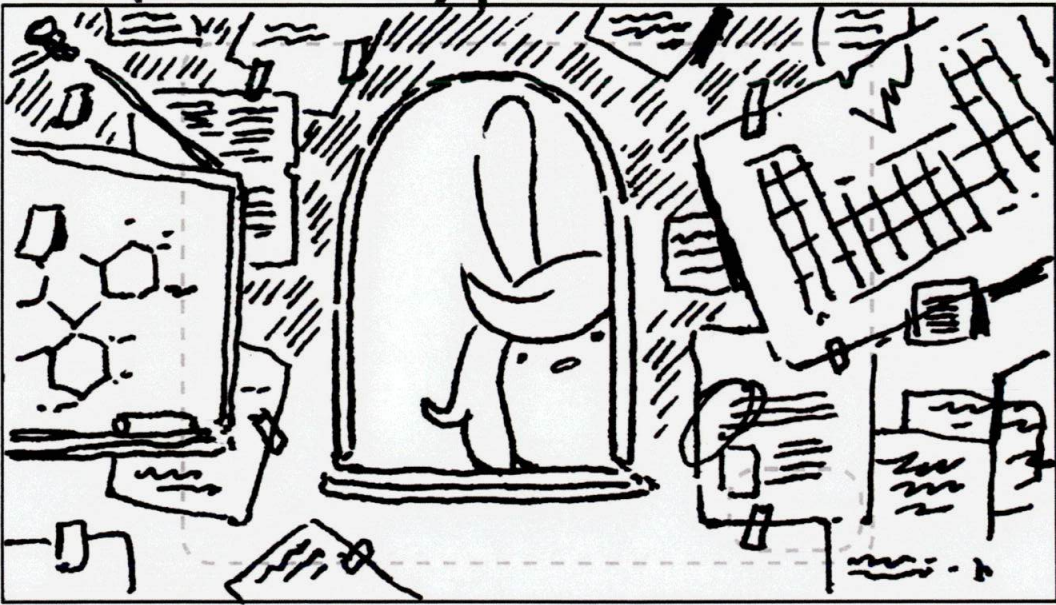
Page **83**

Sc. **47**

Pnl. **A**

Bg.

day night

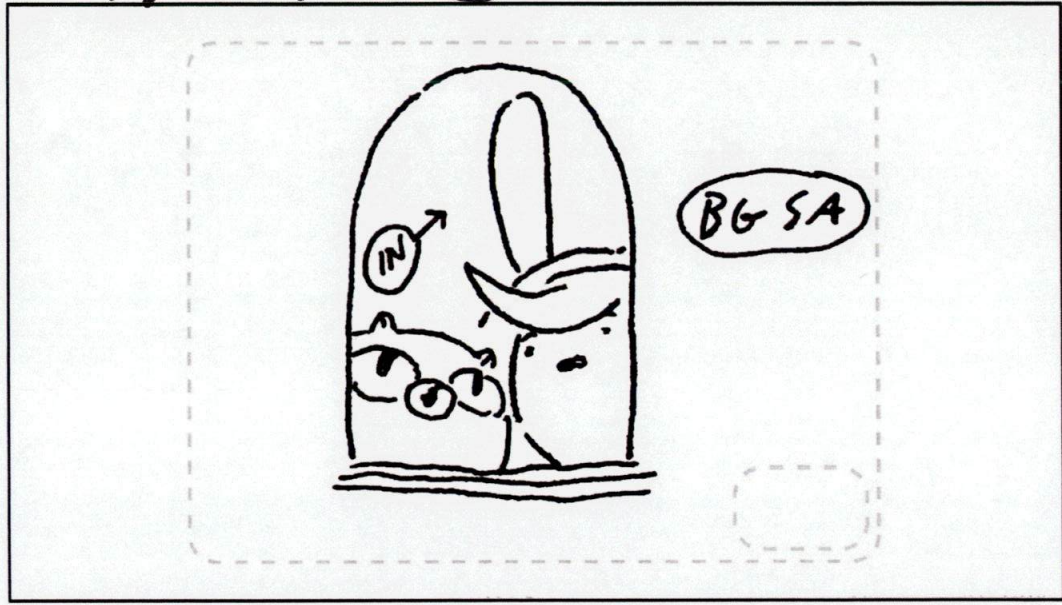


Sc. **47 cont**

Pnl. **B**

Bg.

day night



Dialog:	(F) UUH...	SFX: * RUSTLING / CLATTER *
Action:		- CAKE COMES ON/S.
Timing:		OCT 30 2015

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Production :

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1034/237

1034/237

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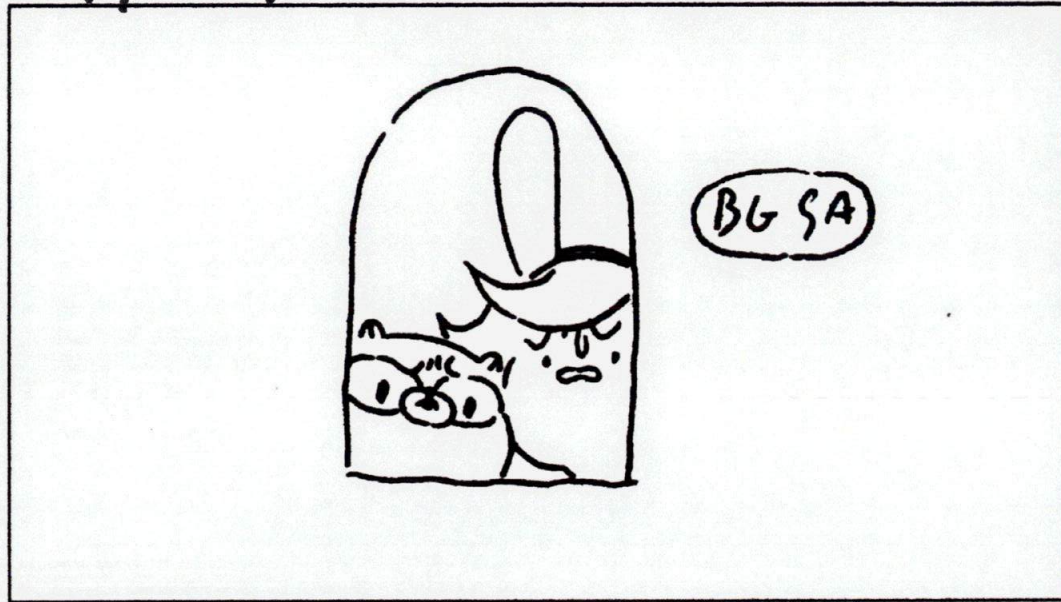
ADVENTURE TIME



Sc. **47 CONT** Pnl. **C**

Bg.

day night



Sc. **48**

Pnl. **A**

Bg.

day night



Dialog:

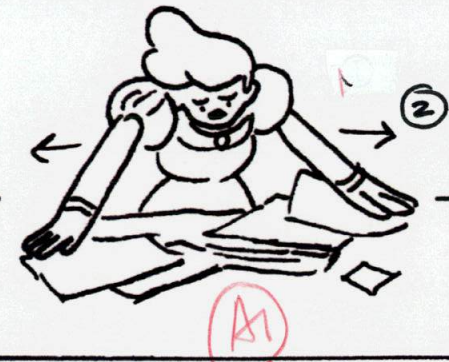
(O.S.)
(GB) IS IT HERE...

(GB) NO... NO...

Action:

- A, B x 2
- PG SHUFFLES PAPERS.

Timing:



OCT 30 2015

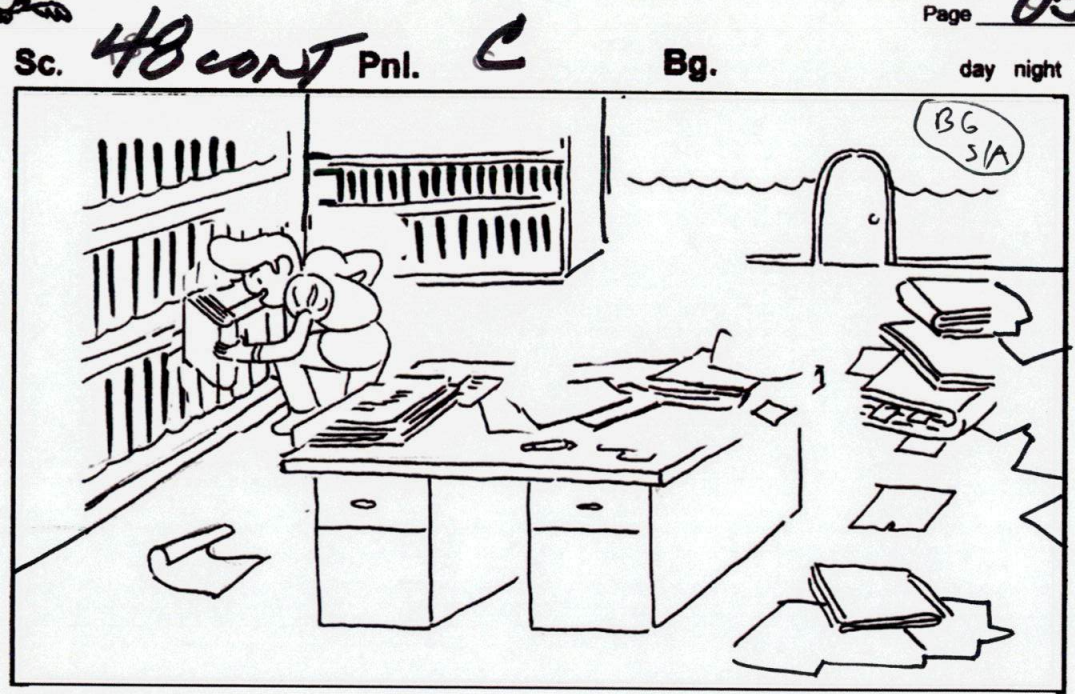
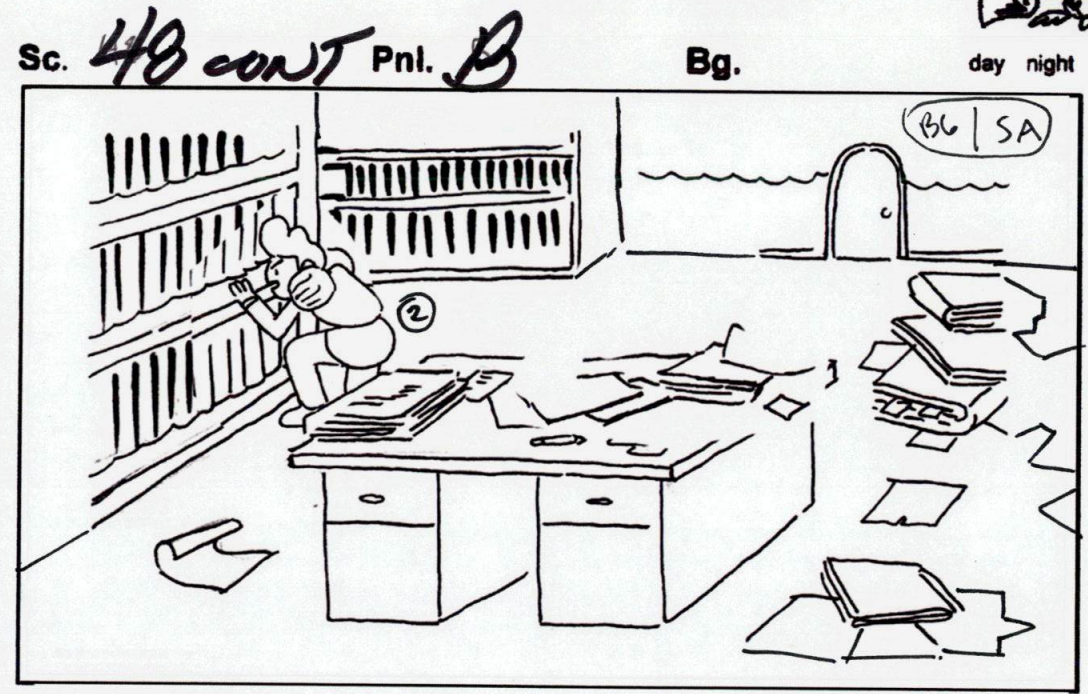
EPISODE # 1034-237

Production :

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Dialog:	
(GB) AH! JUST WHAT I NEED!	
Action:	
-PG LOOKS THROUGH BOOKS	-PG PULLS OUT BOOK
OCT 30 2015	



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Production :

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1034/237

ADVENTURE TIME

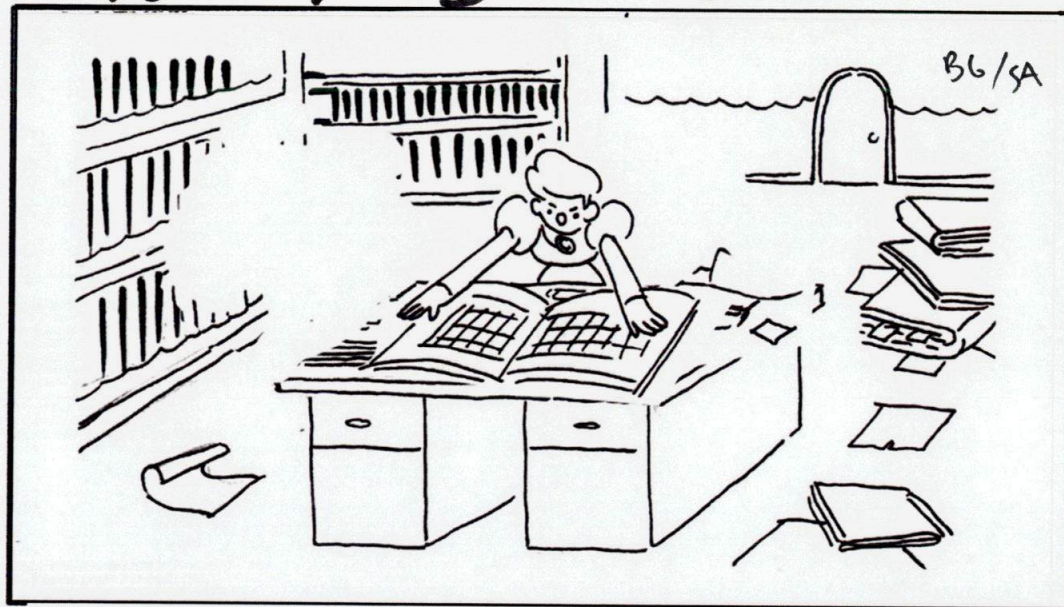


Page **86**

Sc. **48 cont** Pnl. **D**

Bg.

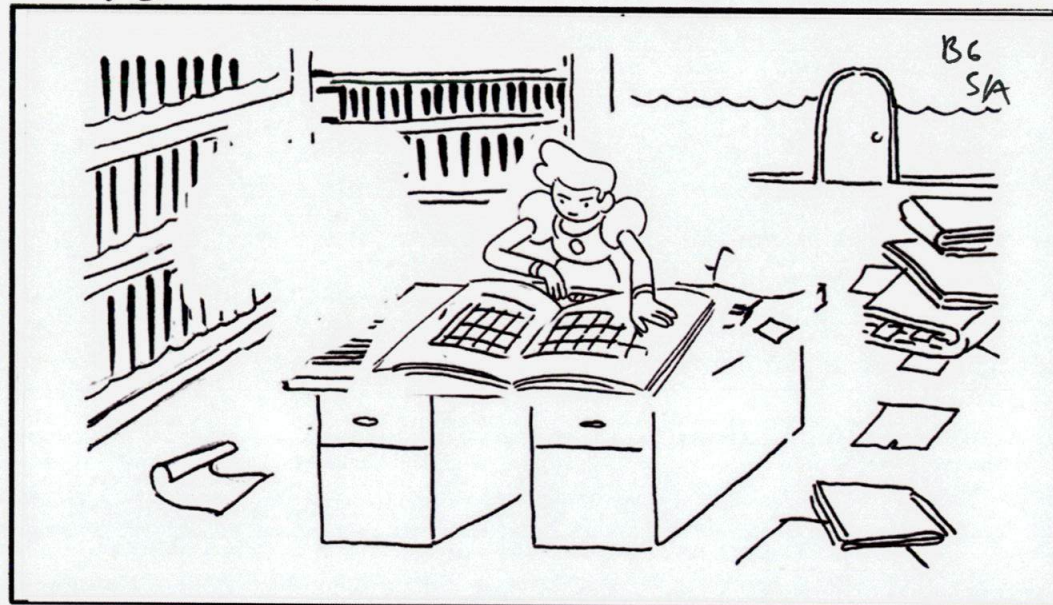
day night



Sc. **48 cont** Pnl. **E**

Bg.

day night



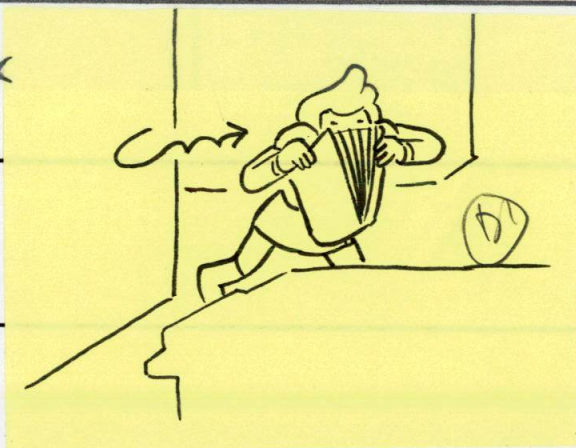
Dialog:

(GB) THE PERIODIC TABLE OF CANDY ELEMENTS!

Action:

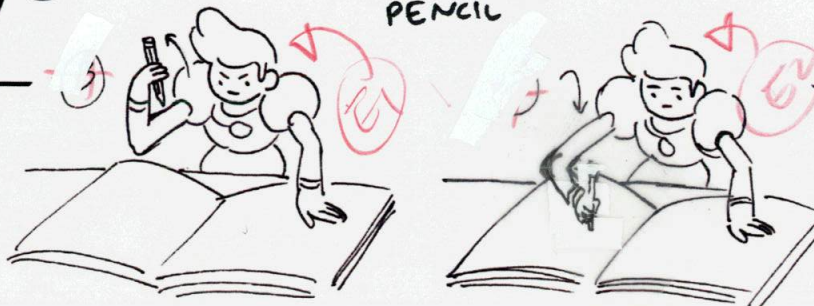
-PG OPENS BOOK

Timing:



A, B, C

-PG GRABS PENCIL



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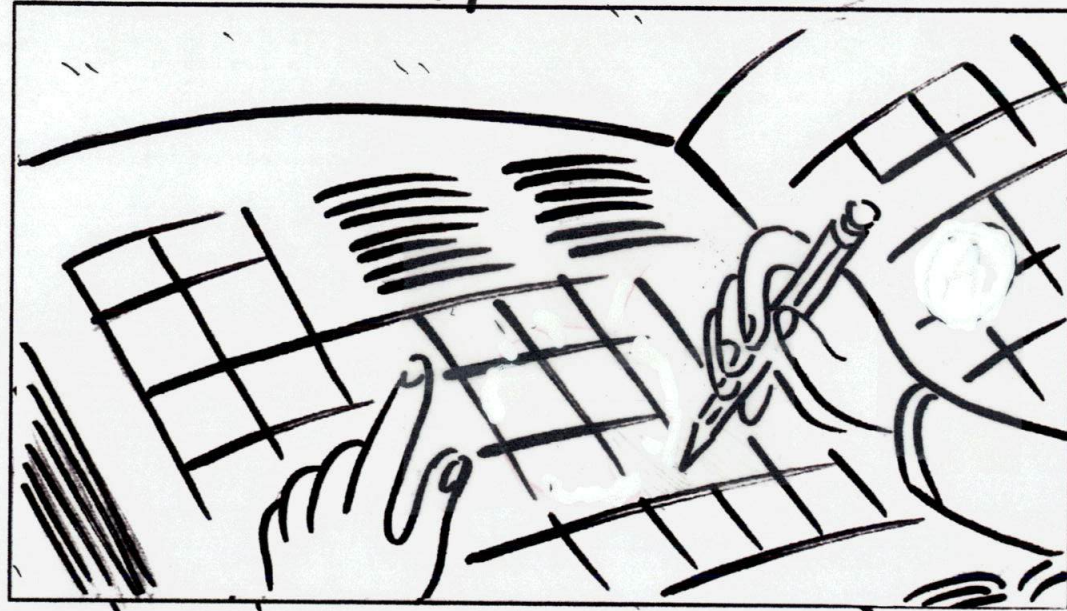


Sc. **49**

Pnl. **A**

Bg.

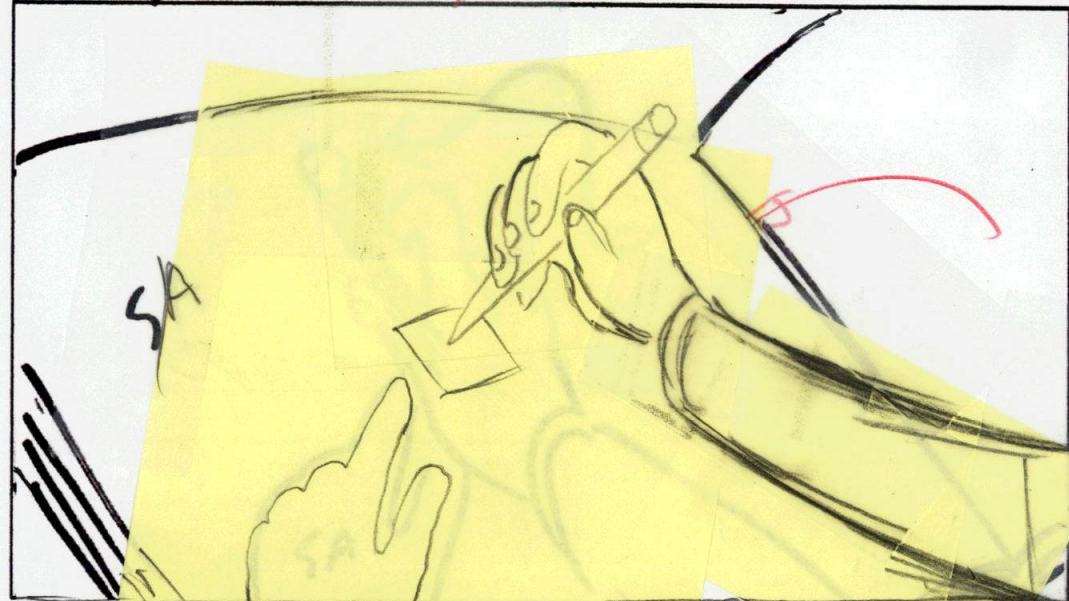
day night



Sc. **49 CONT** Pnl. **B**

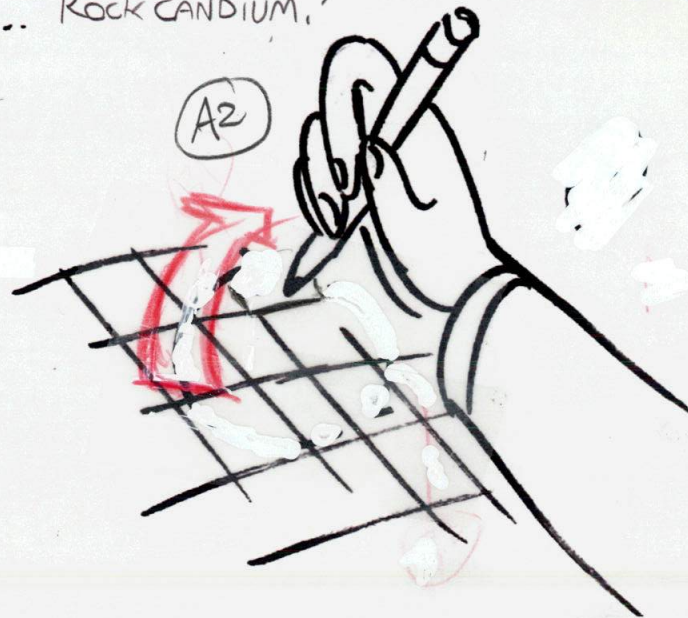
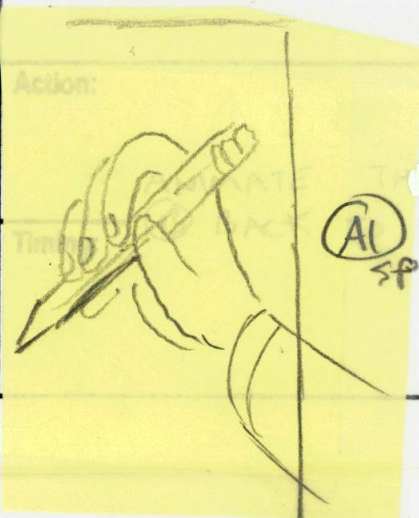
Bg.

day night



Dialog:

(GB) IF I USE THIS ONE ... 'ROCK CANDIUM,'
AND THIS ONE HERE



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ADVENTURE TIME



Page **88**

Sc. **50** Pnl. **A** Bg. day night



Sc. **50 CONT** Pnl. **B** Bg. day night



Dialog:

(GB) HA HA! THE PERFECT STRATEGY!!!

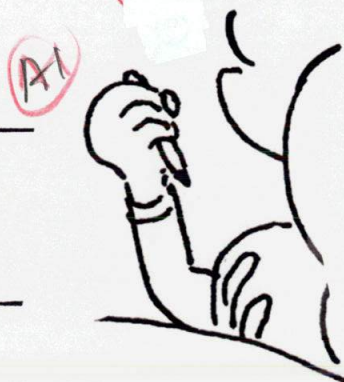
Sfx: * **SLAM!** *

Action:

- GB SLAMS BOOK SHUT.

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Timing:

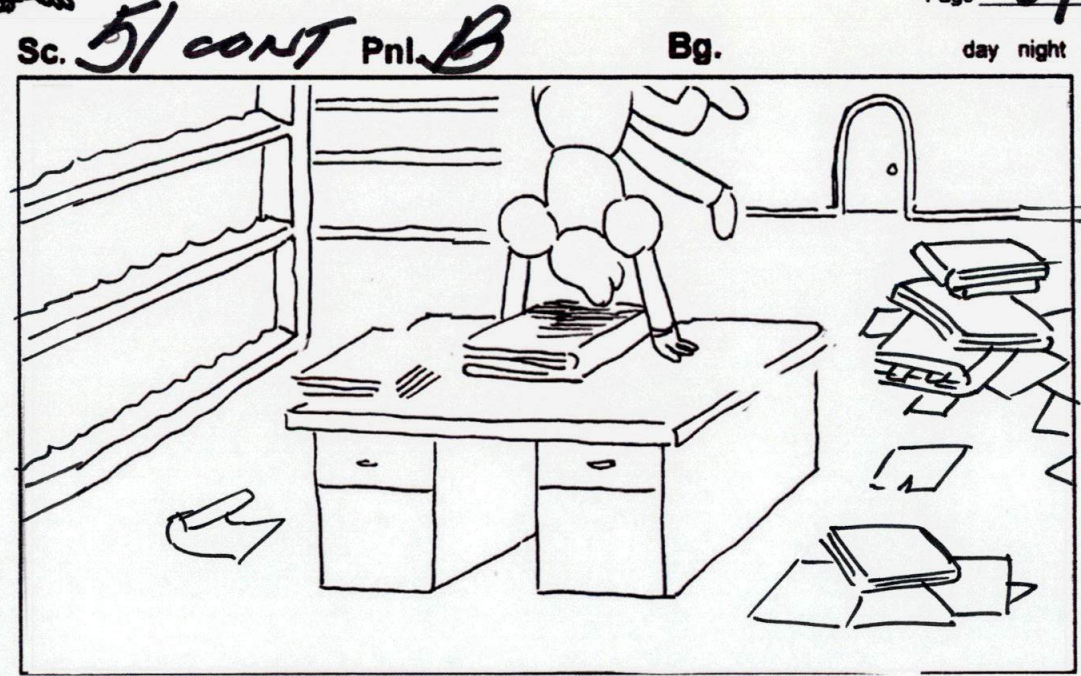
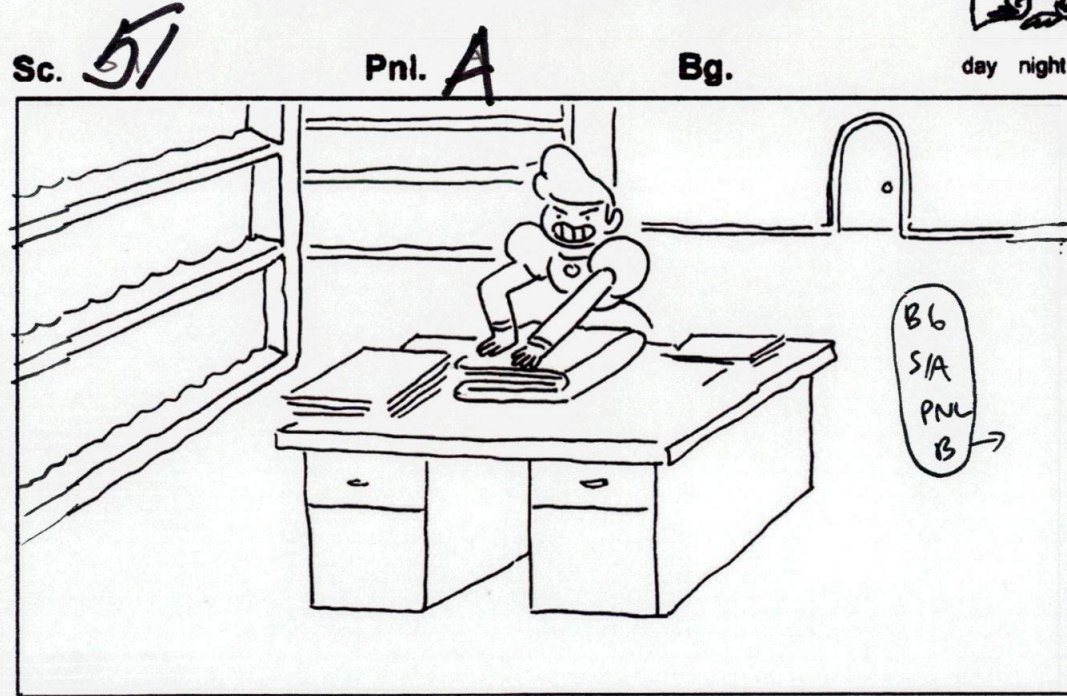


Production :

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ADVENTURE TIME



Dialog:	(A)	(GB) HYUP
Action:		OCT 30 2015
Timing:		

ADVENTURE TIME

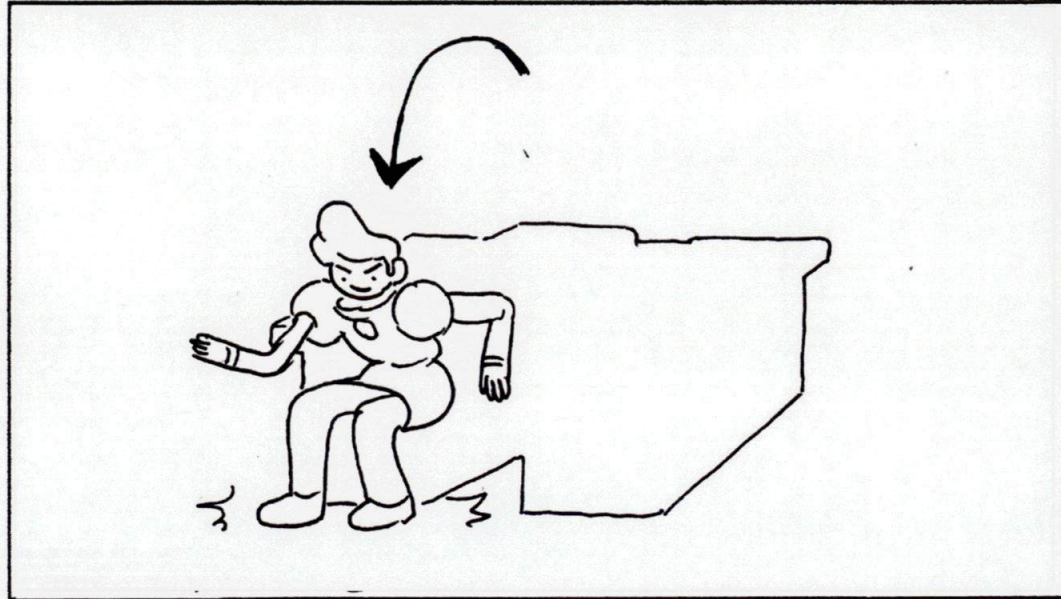


Page 90

Sc. 51 CONT Pnl. C

Bg.

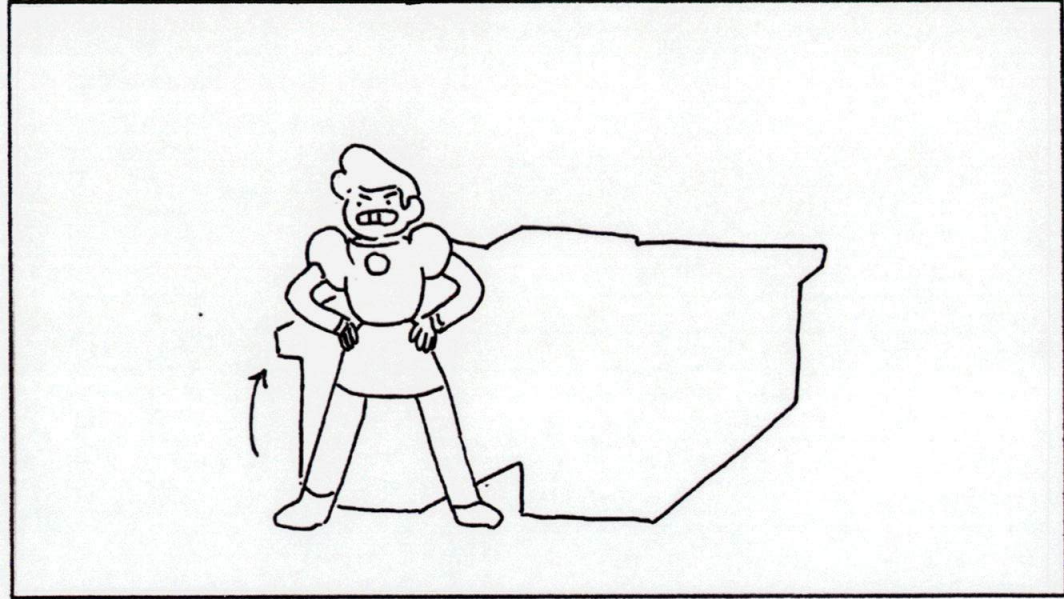
day night



Sc. 51 CONT Pnl. D

Bg.

day night



Dialog:

Action:

- GB FLIPS OVER DESK

OCT 30 2015

Timing:

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Production :

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ADVENTURE TIME



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Sc. 51 CONT Pnl. E

Bg.

day night

Sc. 51 CONT Pnl. F

Bg.

day night



Dialog:

Action:

- GB TURNS.

OCT 30 2015

Timing:

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ADVENTURE TIME

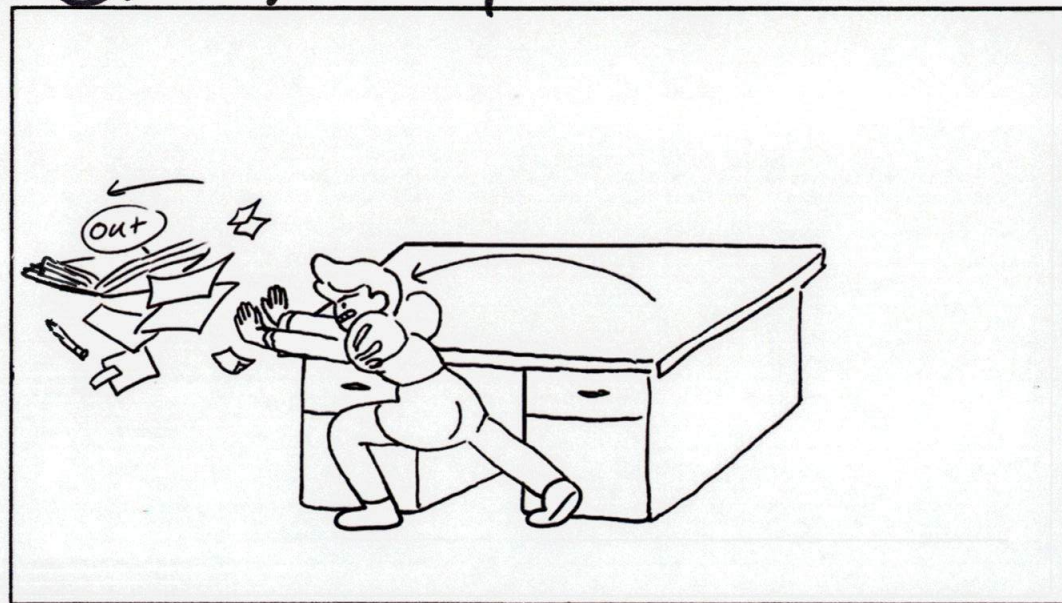


Page 92
day night

Sc. 51 CONT Pnl. G

Bg.

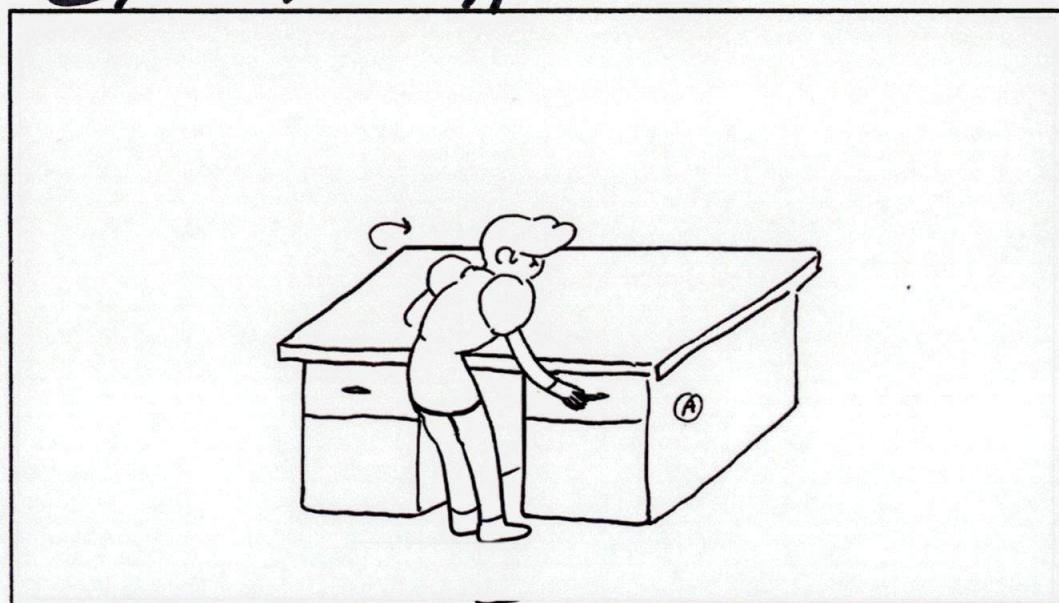
day night



Sc. 51 CONT Pnl. H

Bg.

day night



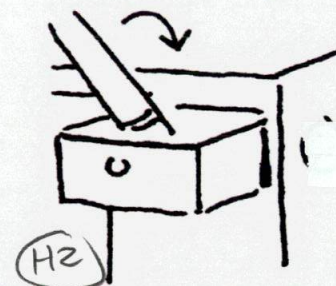
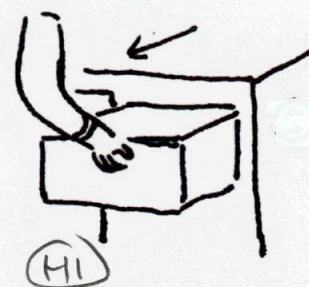
Dialog:

* CRASH *

Action:

- GB SWEEPS EVERYTHING OFF DESK

Timing:



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1034/237

ADVENTURE TIME

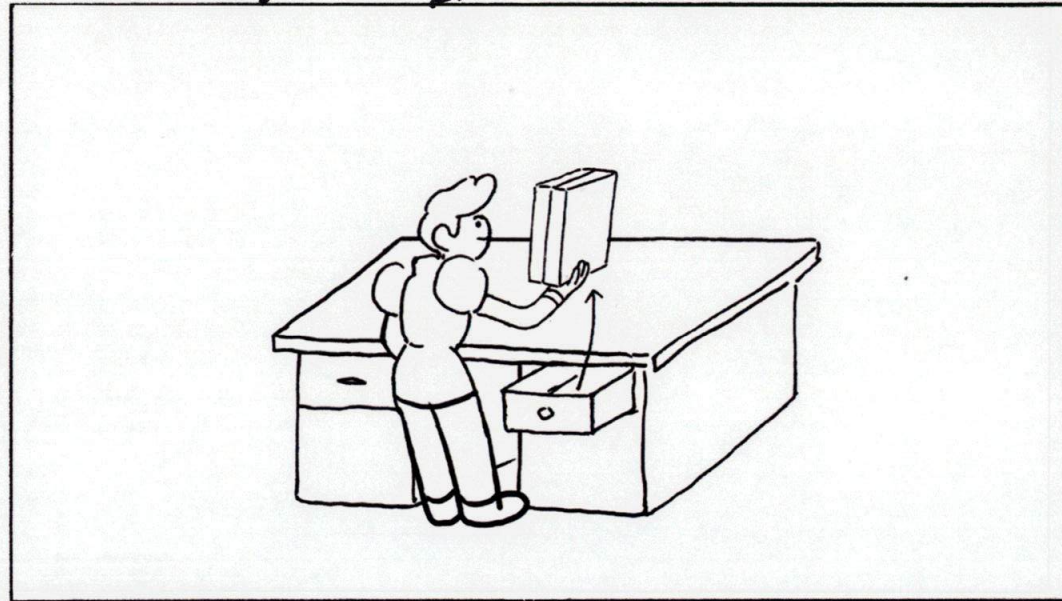


Page 93

Sc. 51/CONT Pnl. I

Bg.

day night



Sc. 51/CONT Pnl. J

Bg.

day night



Dialog:

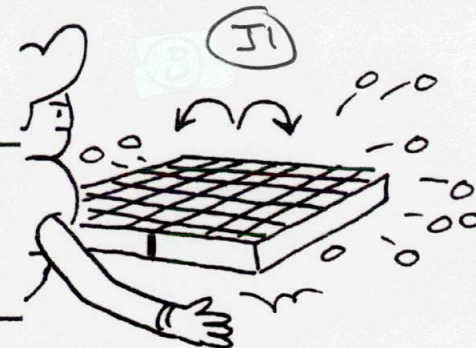
SPX: *THNK* CLATTER.

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Action:

- GB PULLS OUT GAMEBOARD.

Timing:



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ADVENTURE TIME



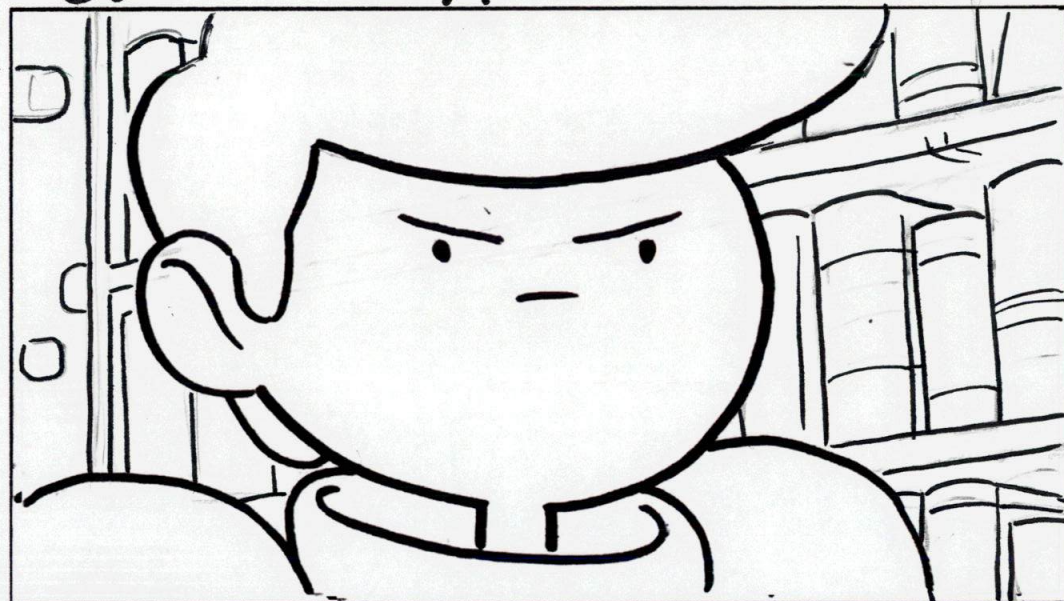
Page 94

Sc. 52

Pnl. A

Bg.

day night



Sc. 52 CONT

Pnl. B

Bg.

day night



Dialog:

(GB) *INHALES*

Action:

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Timing:

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Production :

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ADVENTURE TIME



Page

95

Sc. 52 CONT Pnl. C

Bg.

day night



Sc. 53

Pnl. A

Bg.

day night



Dialog:

(GB) BUTERSCOTCH BUTLER, THE
BUTTER SCOTCH-SCOTTISH-
BUTLER !!!!!

(GB) I CHALLENGE YOU!

Action:

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Timing:

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Production :

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ADVENTURE TIME

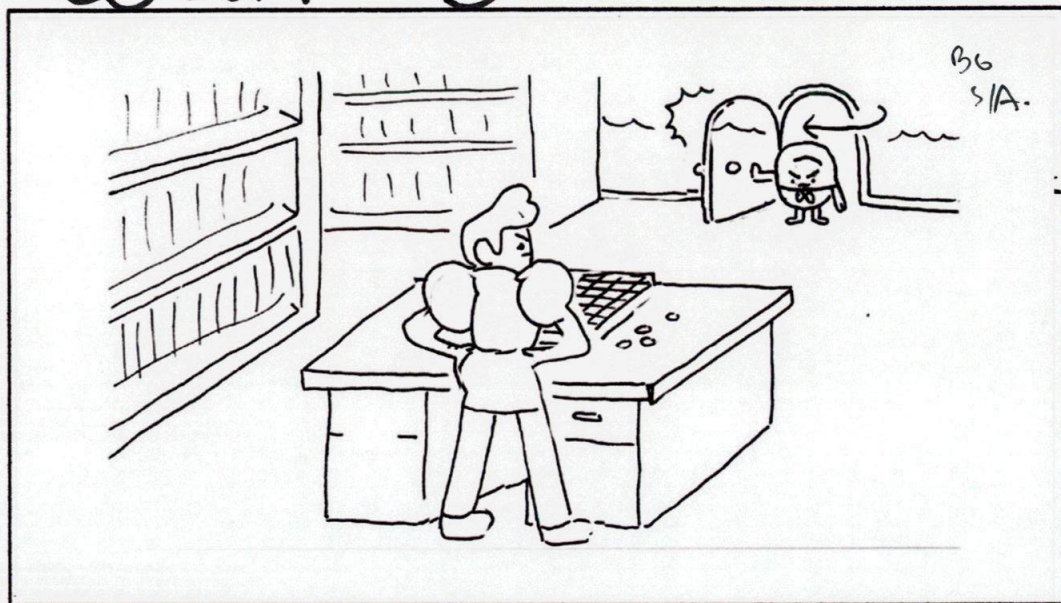


Page 96

Sc. 53 CONT Pnl. B

Bg.

day night

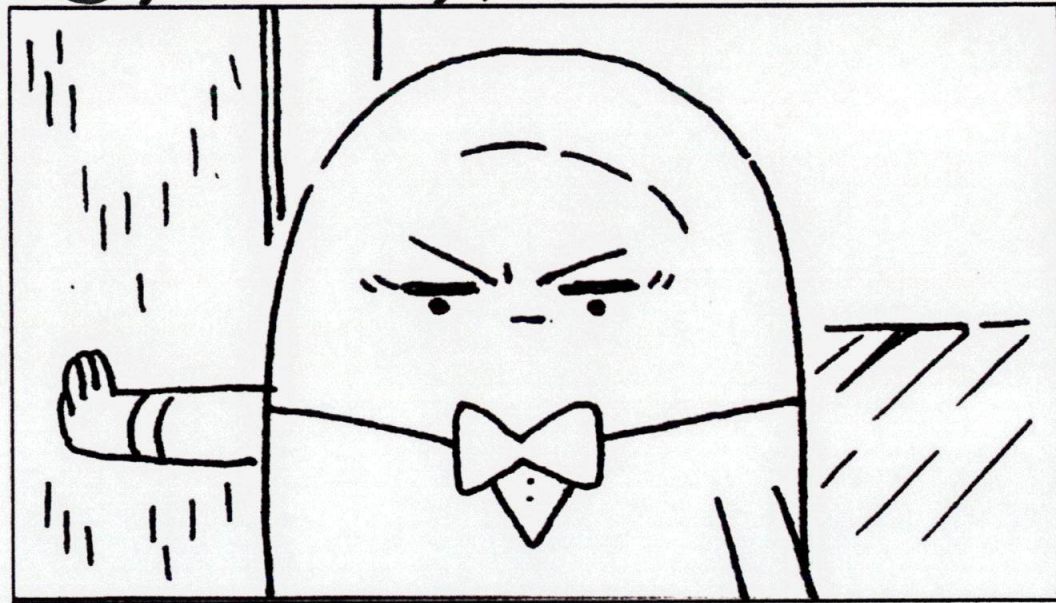


Sc. 54

Pnl. A

Bg.

day night



Dialog:

Sfx: *SLAM!*

BUTTERSCOTCH BUTLER : <small sigh>

Action:

-B-BUTS THROWS OPEN DOOR

OCT 30 2015

Timing:

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Production :

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ADVENTURE TIME



Page 97

Sc. 54 CONT Pnl. B

Bg.

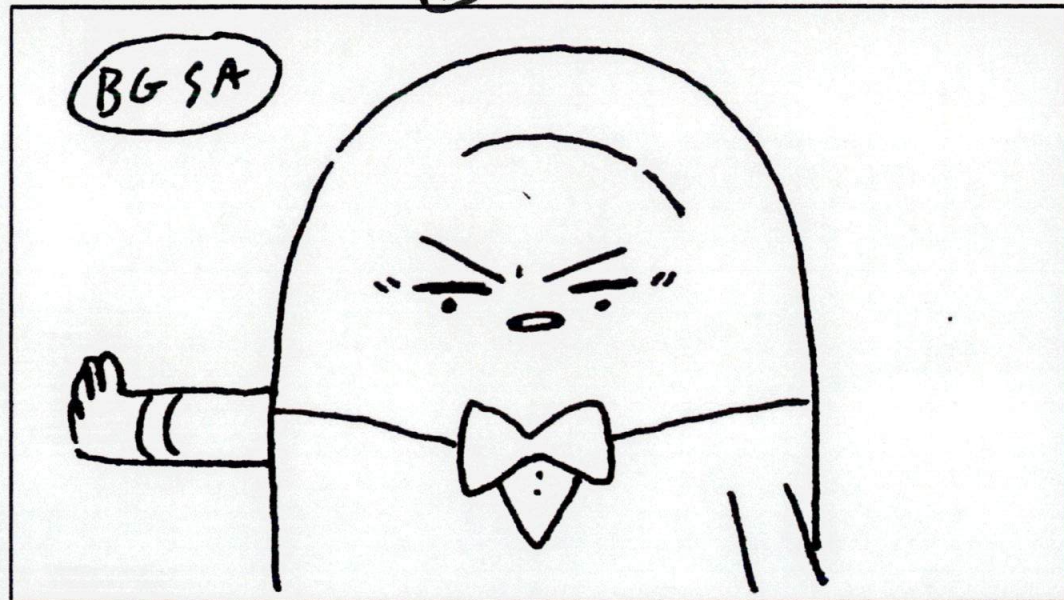
day night

So. 55

Pnl. A

Bg.

day night



Dialog:

BB AGAIN?

Action:

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Timing:

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Production :

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ADVENTURE TIME



Page 98

Sc. 55 CONT Pnl. B

Bg.

day night



Sc. 55 CONT Pnl. C

Bg.

day night



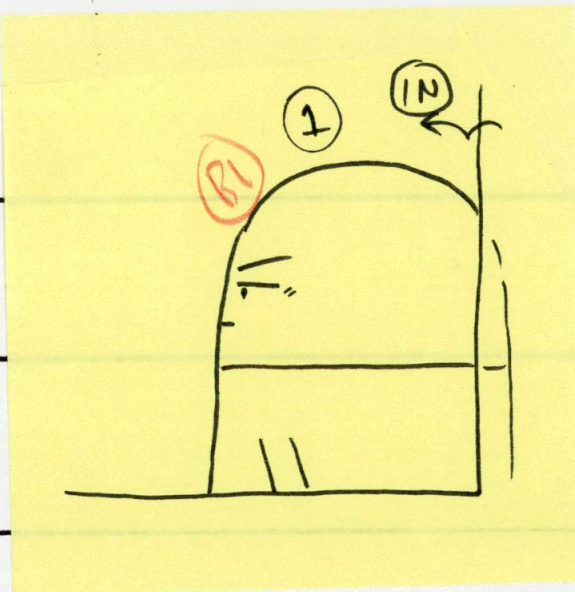
Dialog:

GB THIS TIME FOR SURE.

Action:

- B-BUTS WALKS ON/S.

Timing:



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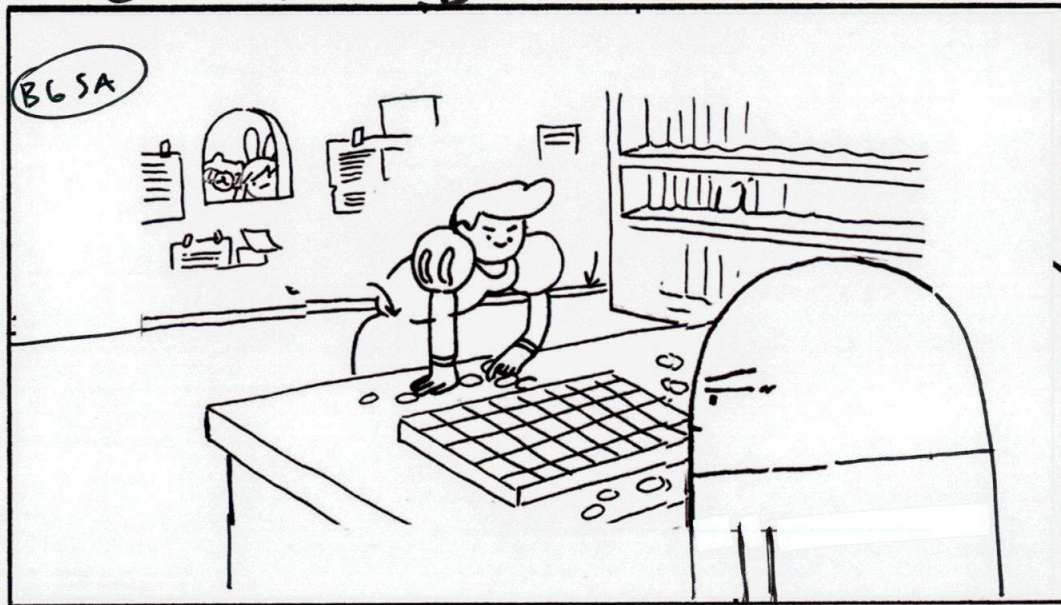


Page 99

Sc. 55 CONT Pnl. D

Bg.

day night

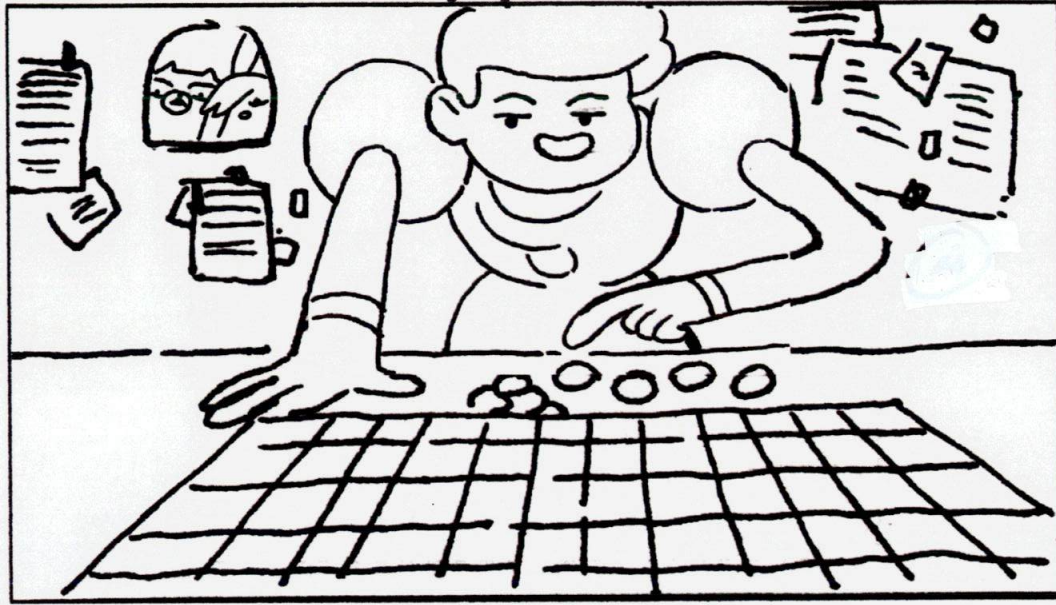


Sc. 56

Pnl. A

Bg.

day night



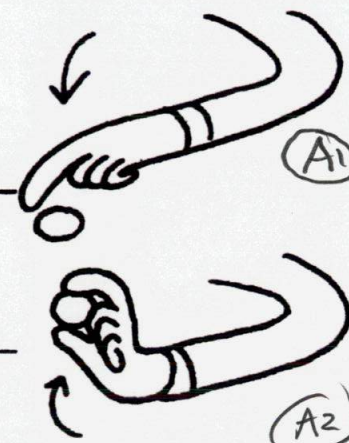
Dialog:

(GB) I'VE GATHERED ALL THE
NECESSARY STRATEGY
AND TACTICS...

Action:

- GB PICKS UP PICE

Timing:



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ADVENTURE TIME

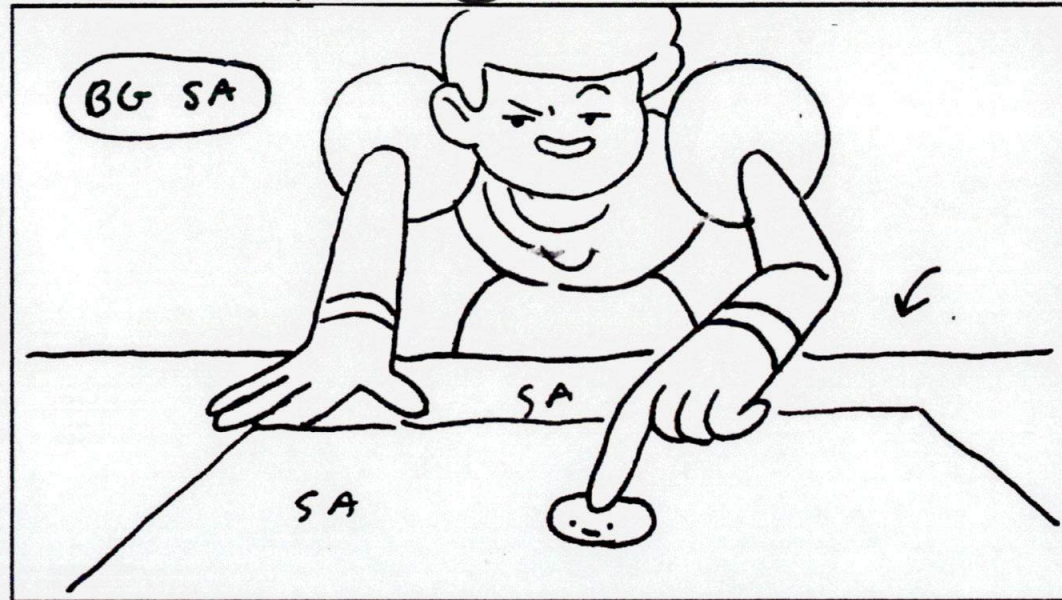


Page 100

Sc. 56 CONT Pnl. B

Bg.

day night

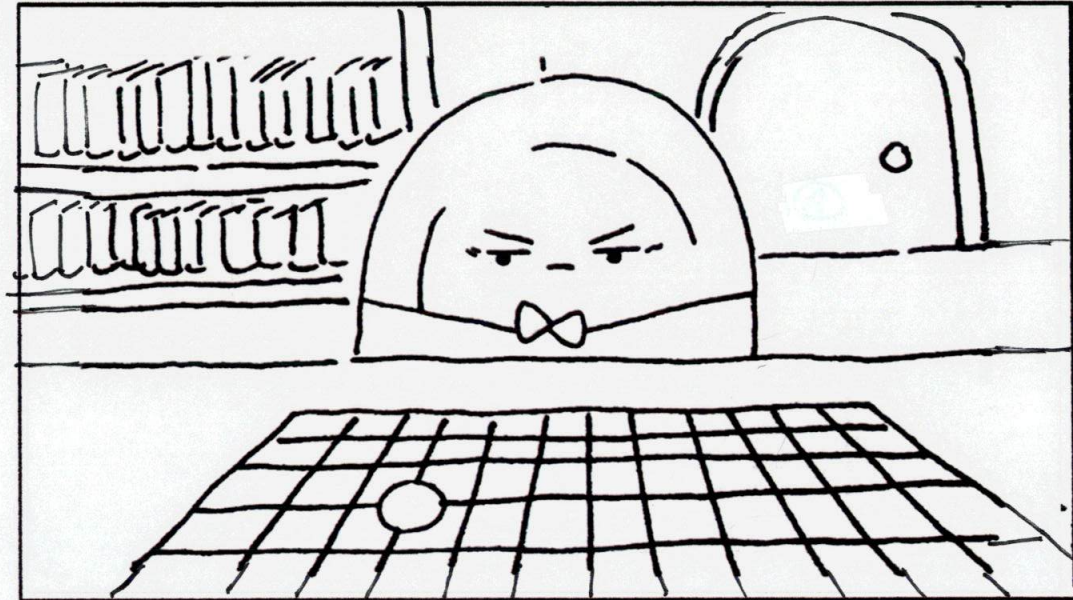


Sc. 57

Pnl. A

Bg.

day night



Dialog:

GB TO FINALLY DEFEAT YOU!

Sfx: squeek

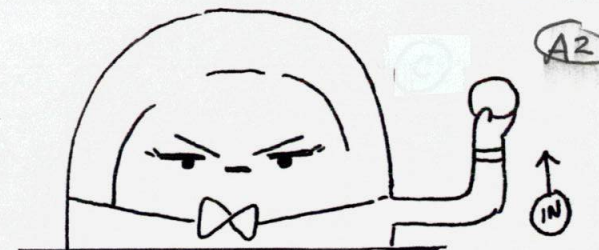
OCT 30

Action:

- GB PLACES GAME PIECE.

- BB PICKS UP PIECE.

Timing:



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ADVENTURE TIME

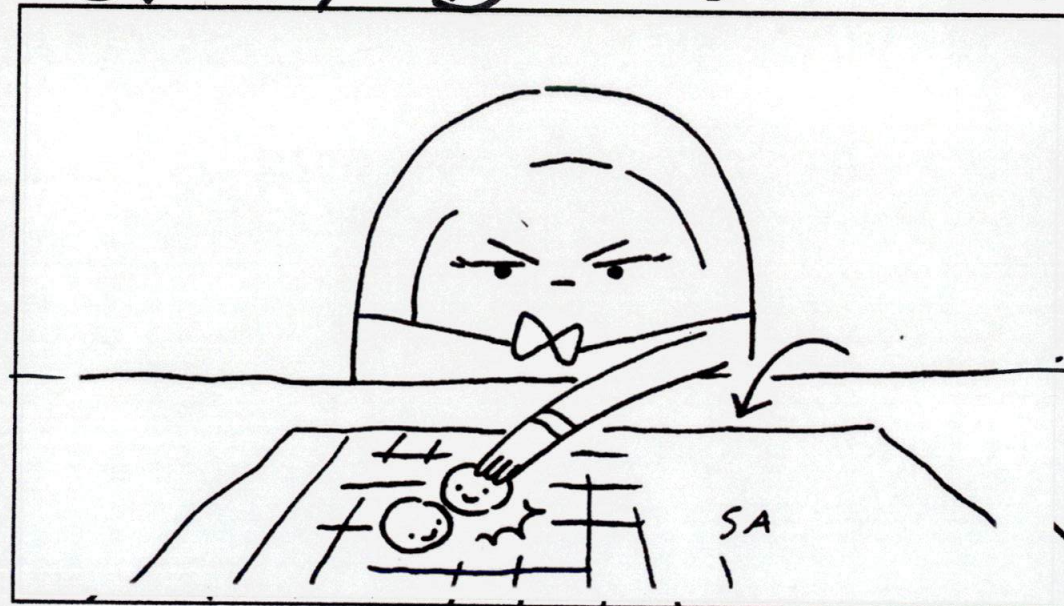


Page 101

Sc. 57 CONT Pnl. B

Bg.

day night

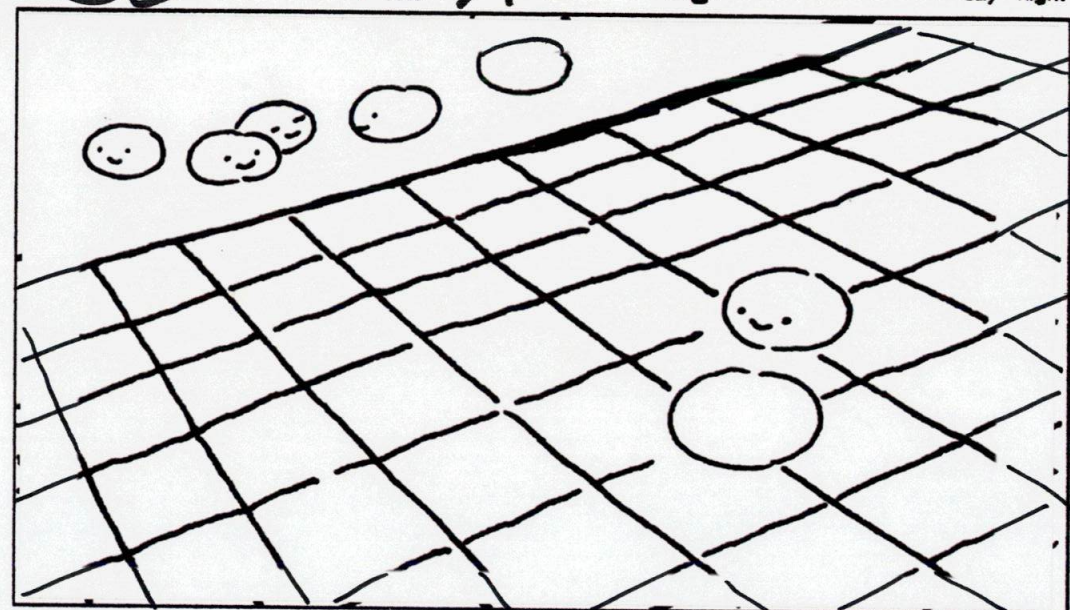


Sc. 58

Pnl. A

Bg.

day night



Dialog:

SFX: p p p f f f

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Action:

- B.BUTS PLACES GAME PIECE

Timing:

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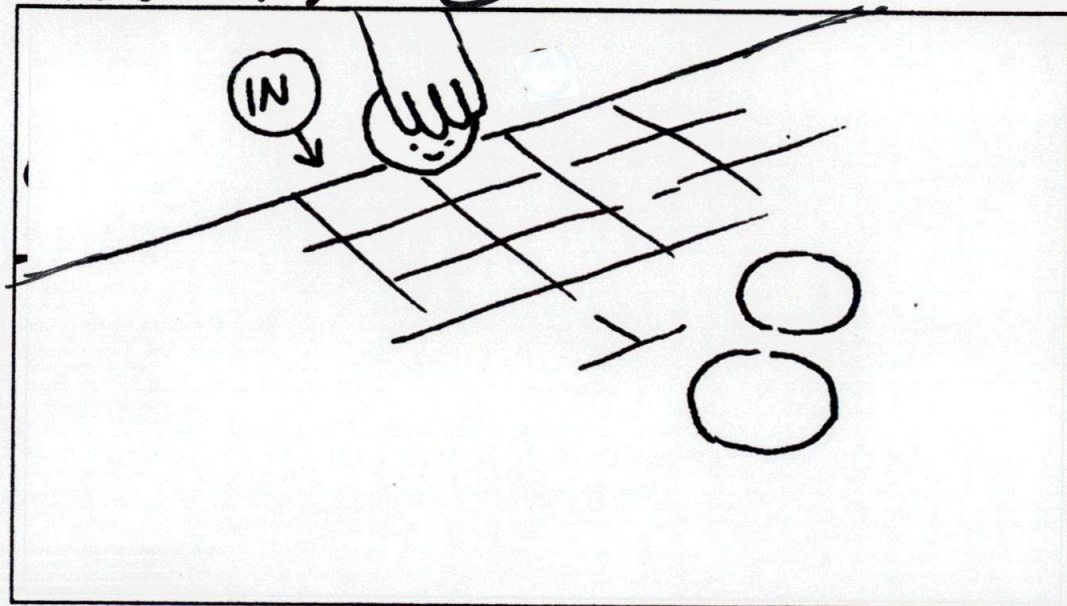


Page 102

Sc. 58 cont Pnl. B

Bg.

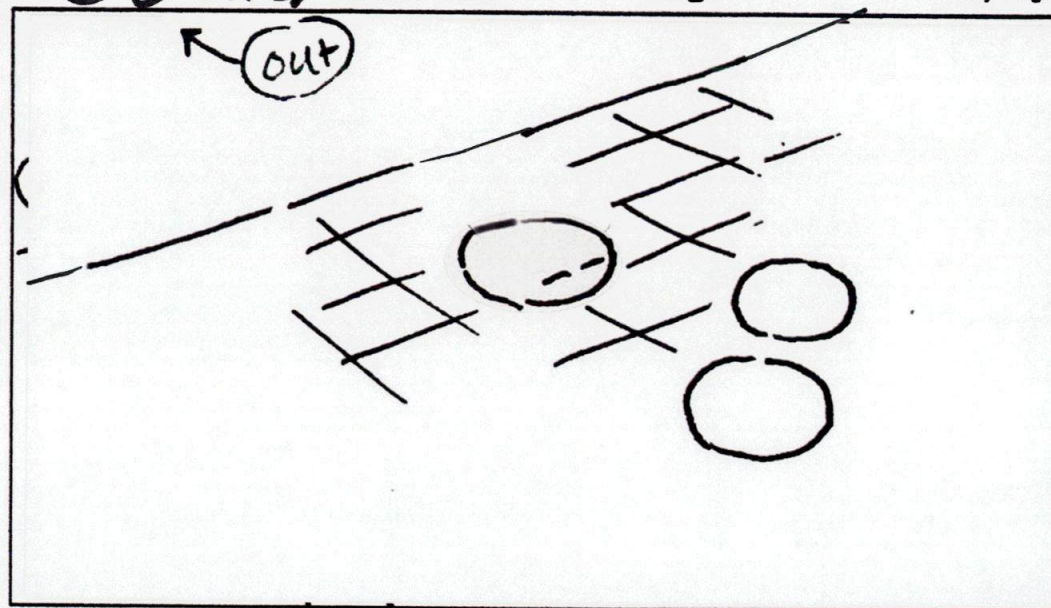
day night



Sc. 58 cont Pnl. C

Bg.

day night



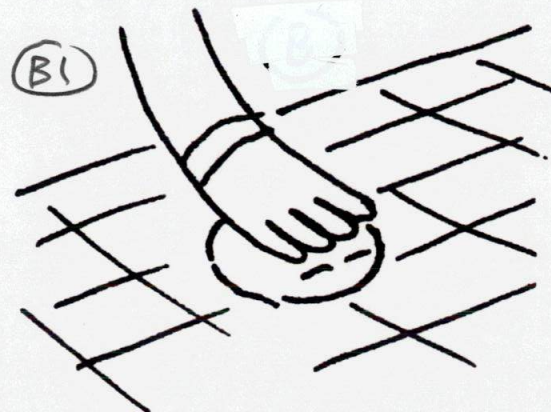
Dialog:

SFX: FFFFT

Action:

-GB PLACES
ANOTHER PIECE

Timing:



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-BBUT'S HAND COMES ON/S.

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Production :

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ADVENTURE TIME



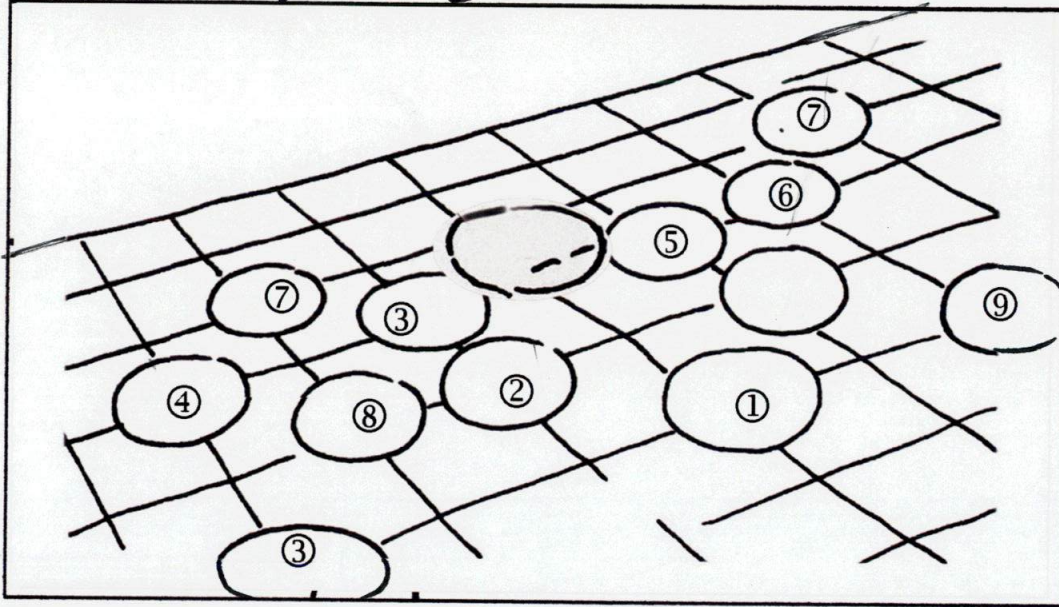
NO SC'S
59-61

Page 103
NO PG'S 104-106
day night

Sc. 58cont Pnl. D

Bg.

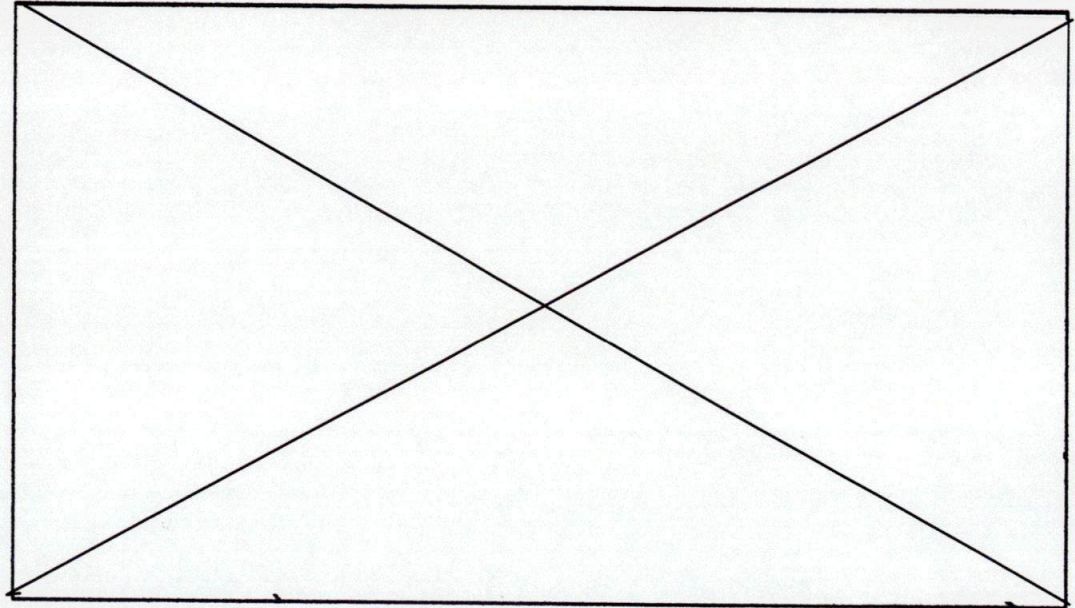
day night



Sc.

Pnl.

Bg.



Dialog:

SFX: BTHHT
=

OCT 30 2011

Action:

- GB PLACES GAME PIECE.
- Game pieces appear on/s in order as labeled.

Timing:

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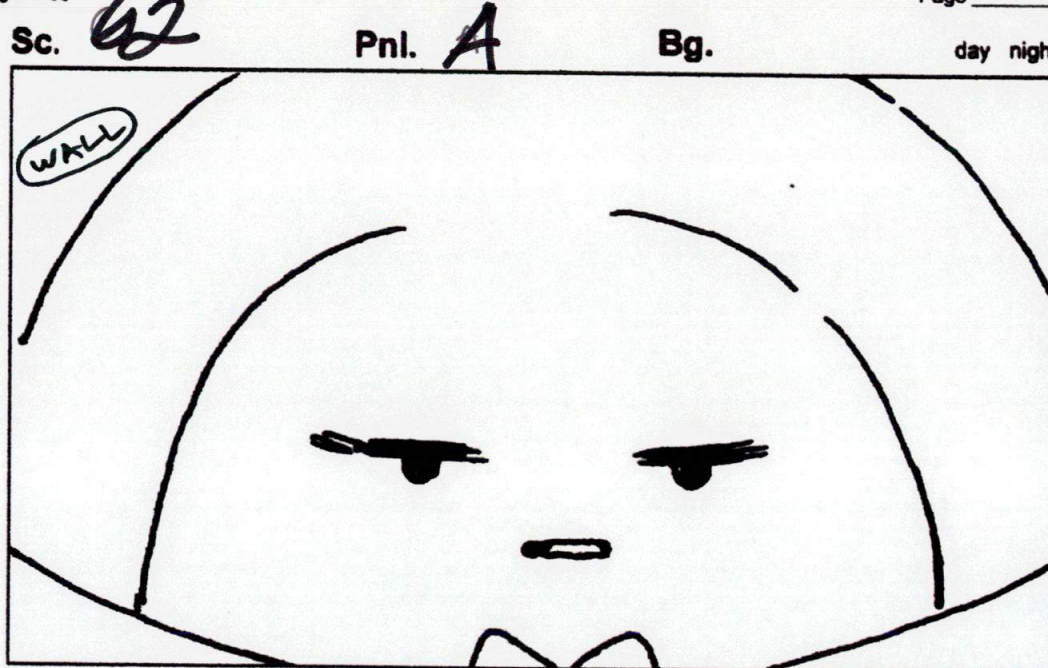
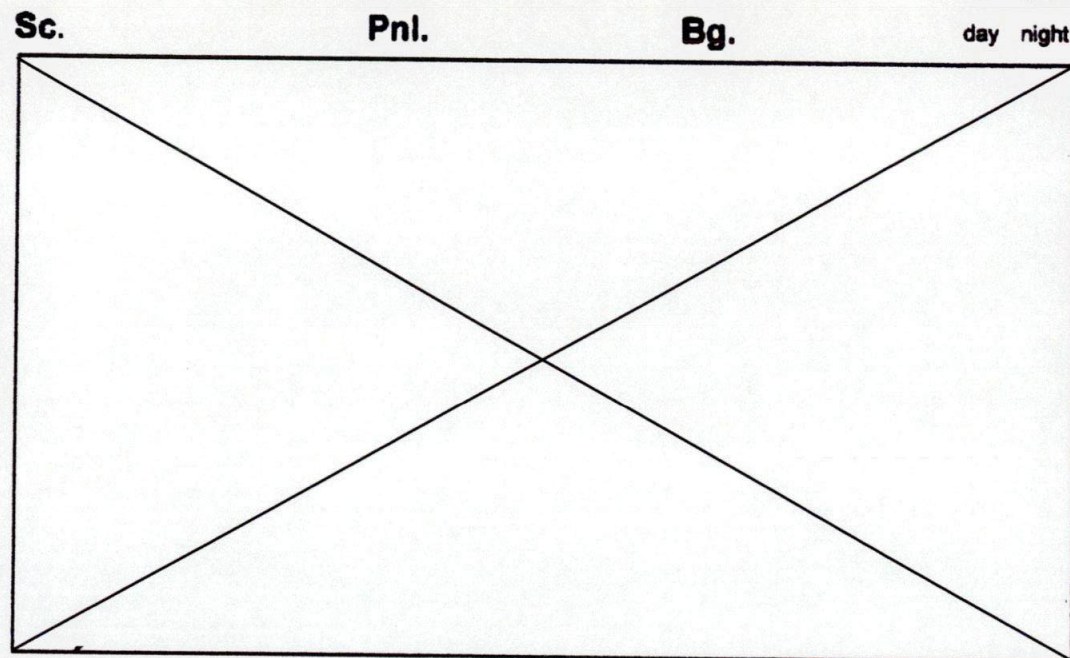
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ADVENTURE TIME



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Dialog:	(BB) TO PLAY, ONE MUST KNOW STRATEGY, YES...
Action:	OCT 30 2015
Timing:	

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ADVENTURE TIME

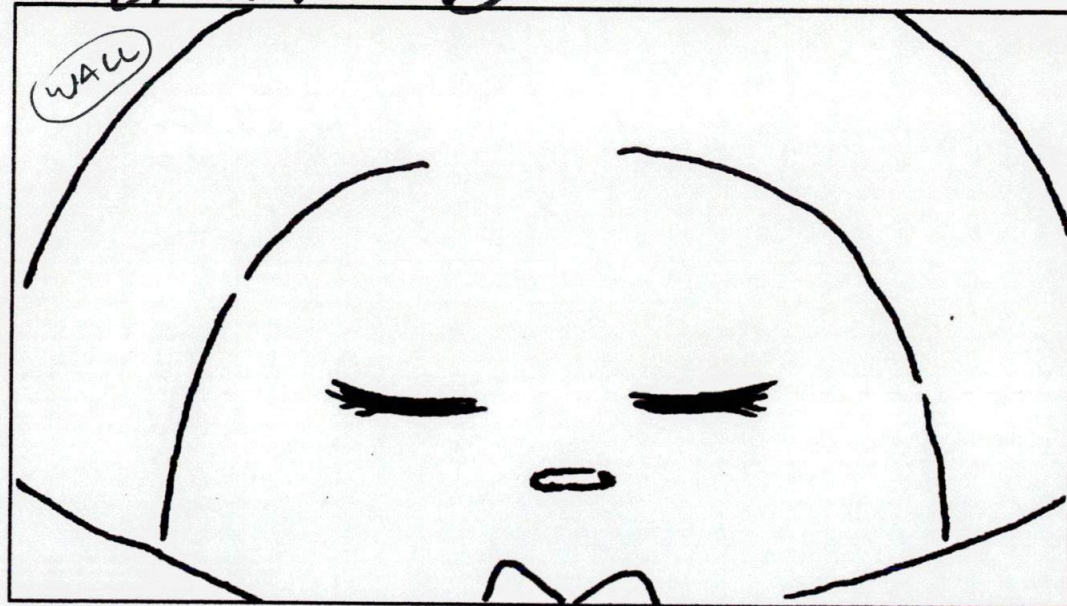


Page 108

Sc. 62 CONT Pnl. B

Bg.

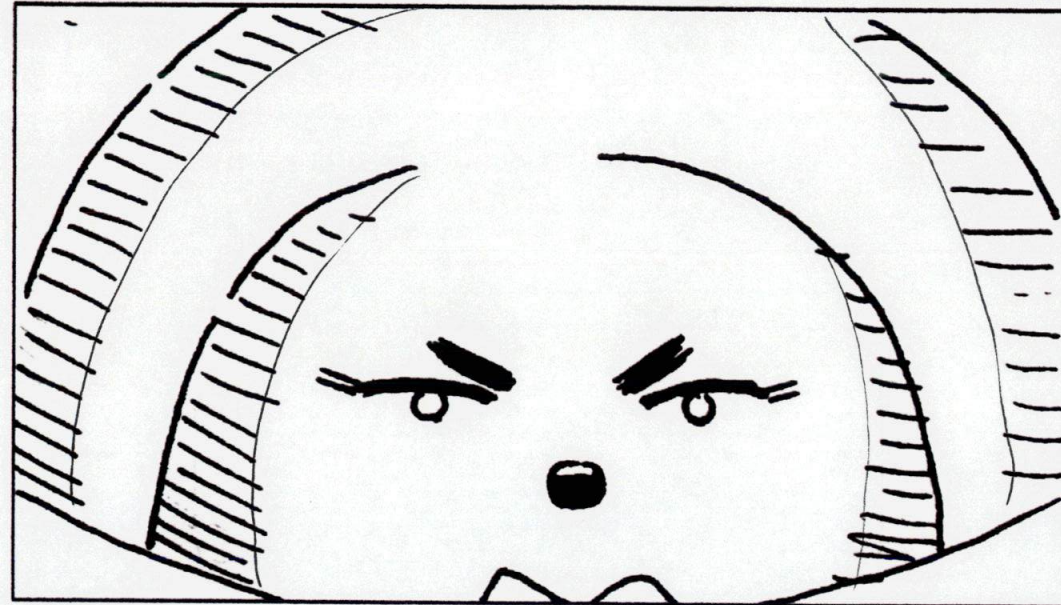
day night



Sc. 62 CONT Pnl. C

Bg.

day night



Dialog:

(BB) BUT TO KNOW VICTORY...
ONE MUST ALSO KNOW...

(BB) THEIR OPONENT!

Action:

-SUDDEN DRAMATIC LIGHTING.

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Timing:

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ADVENTURE TIME

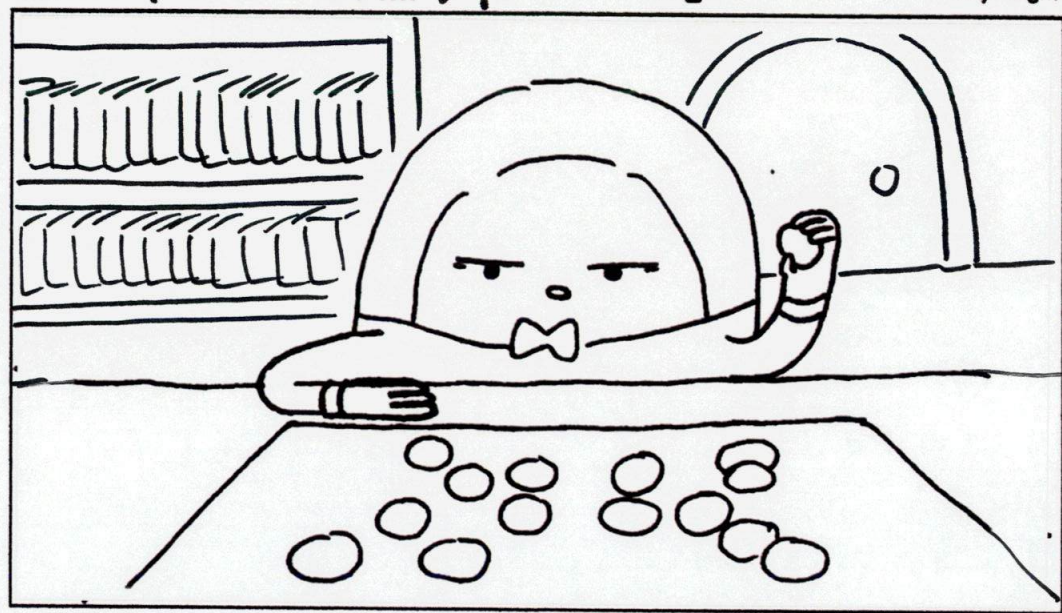


Page 109

Sc. 63 Pnl. A Bg. day night



Sc. 64 Pnl. A Bg. day night



Dialog:

(GB)

O- OPPONENT ?!

(BB)

THEIR ...

Action:

Timing:

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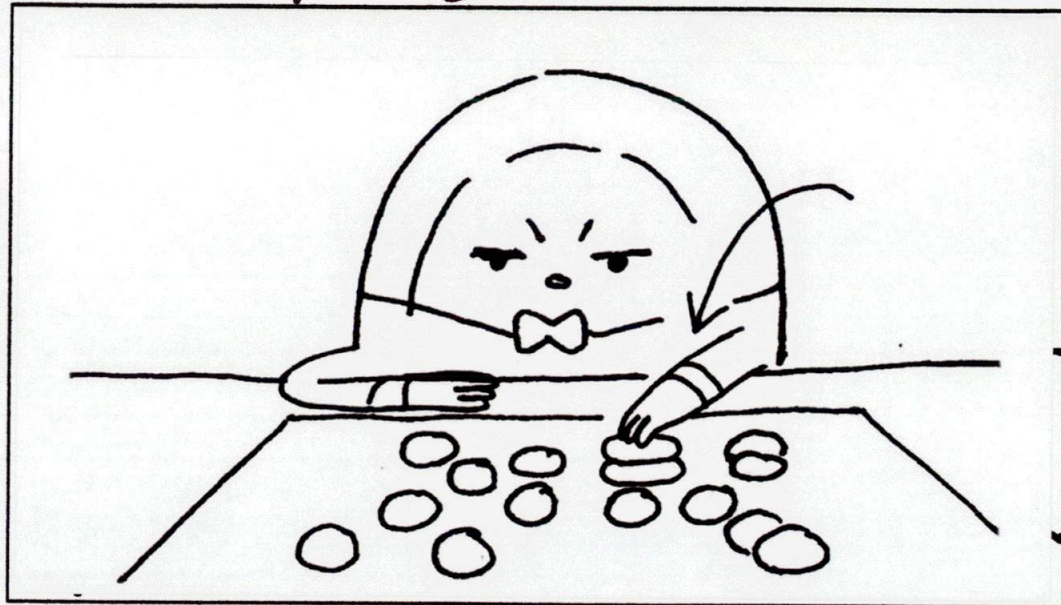


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day night

Sc. 64 CONT Pnl. B

Bg.

day night

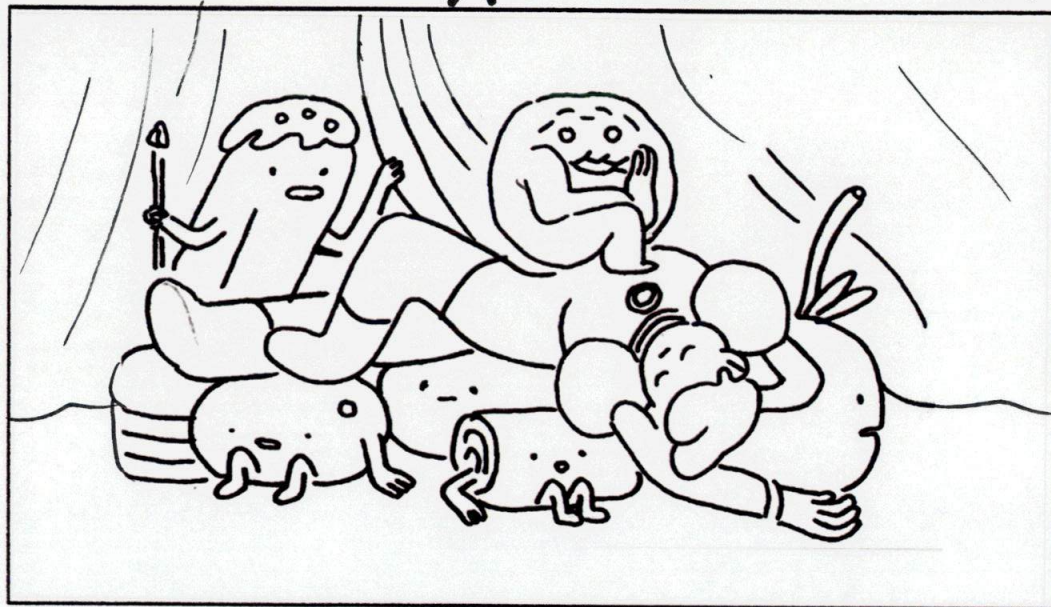


Sc. 65

Pnl. A

Bg.

day night



Dialog:

(BB) DREAMS!

SFX: * PFFT *

SFX: * SHING *

Action:

- B-BUT PLACES PGBBLE.

- QUICK FLASH OF "THE NIGHTMARE"

CANDY KINGDOM VERSION

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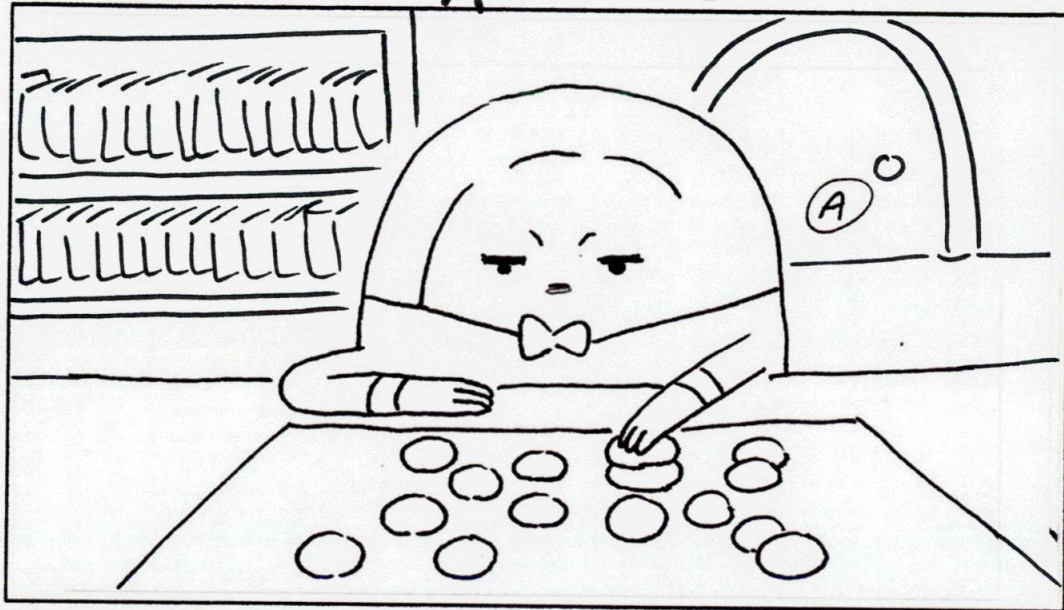


Sc. *66*

Pnl. *A*

Bg.

day night

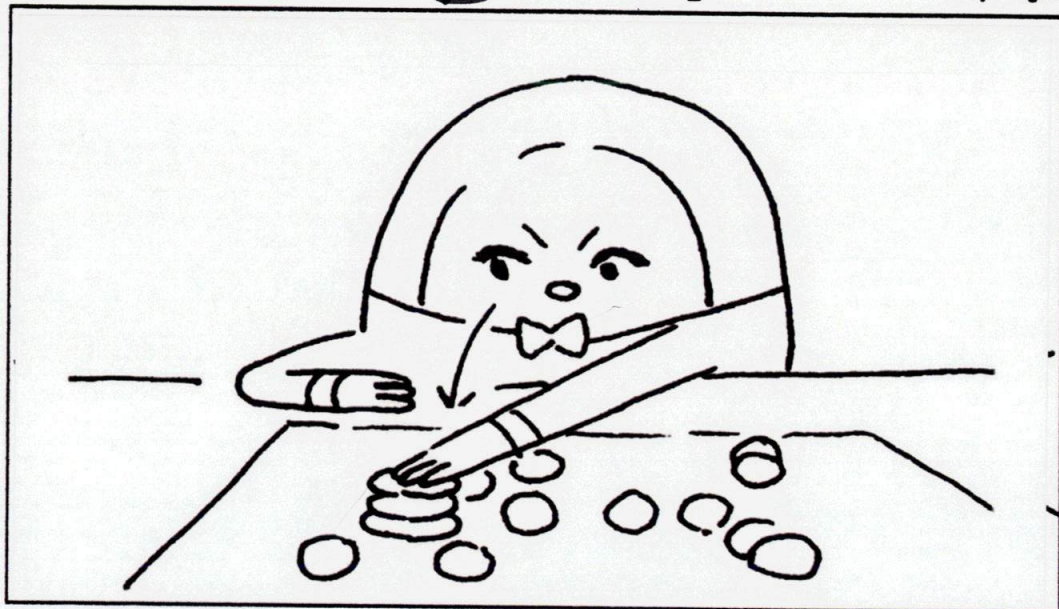


Sc. *66 CONT*

Pnl. *B*

Bg.

Page *111*
day night



Dialog:

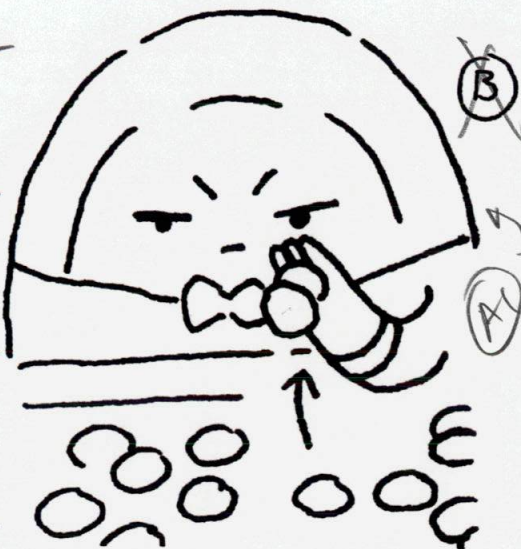
(BB)

THEIR--

Action:

A, B

Timing:



(B)

(A)

(BB) AMBITIONS!

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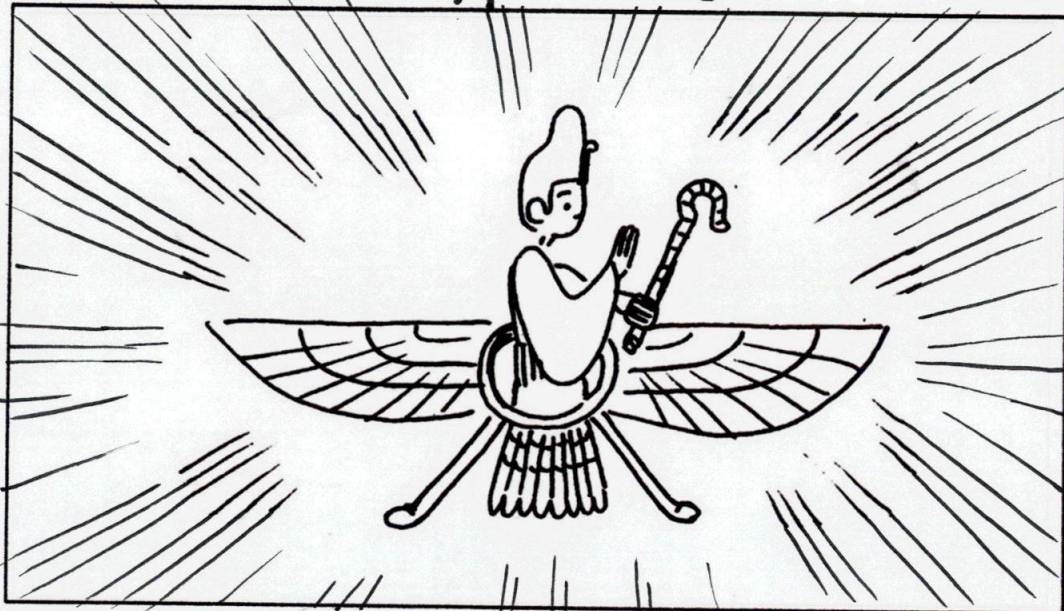


Sc. 67

Pnl. A

Bg.

day night

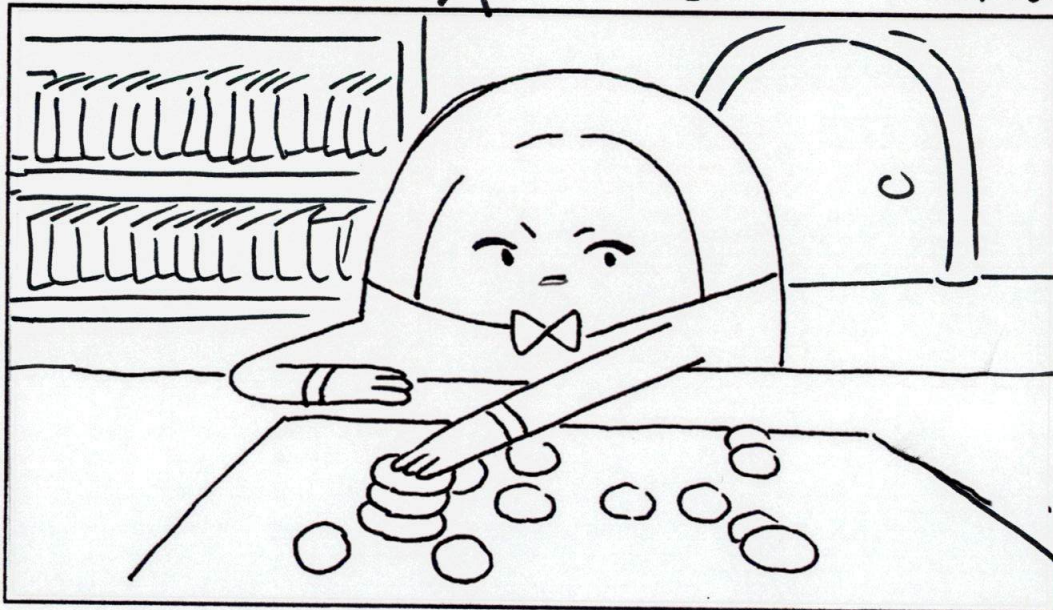


Sc. 68

Pnl. A

Bg.

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day night



Dialog:

SFX: * SHING *

(BB)

THEIR --

Action:

- GUMBALL AS AN IMMORTAL DEITY.

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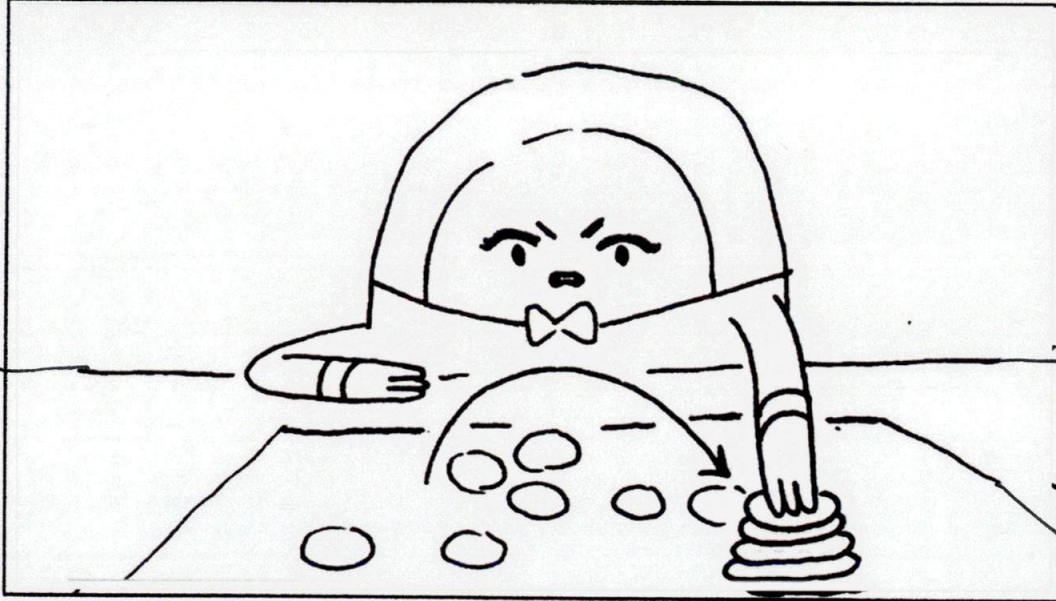
ADVENTURE TIME



Sc. 68 cont Pnl. B

Bg.

day night

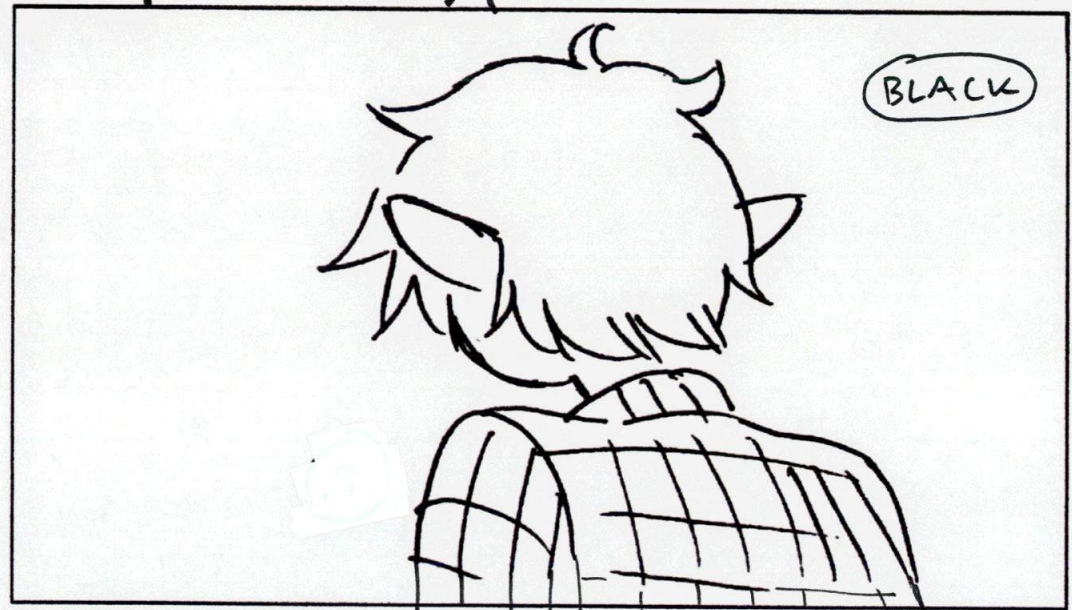


Sc. 69

Pnl. A

Bg.

Page 113
day night



Dialog:

BB REGRETS ...

SFX: MPFTX

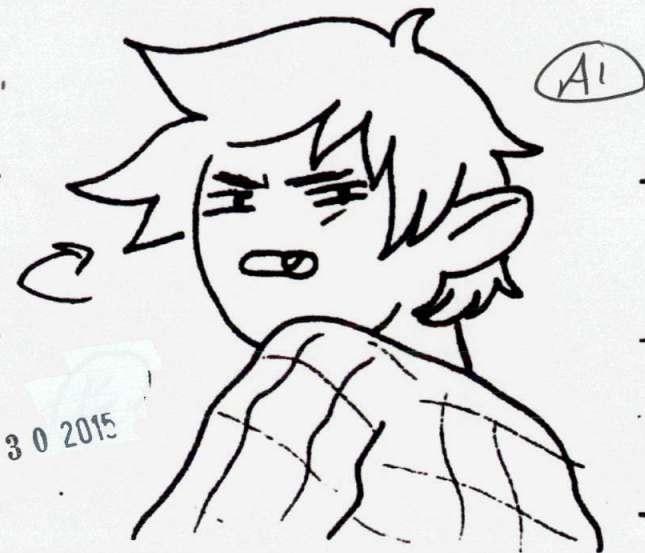
ML HSSS.

Action:

-B.BUTS PLACES PEBBLE

-MARSHALL LEE
TURNS TOWARDS
CAM.

Timing:



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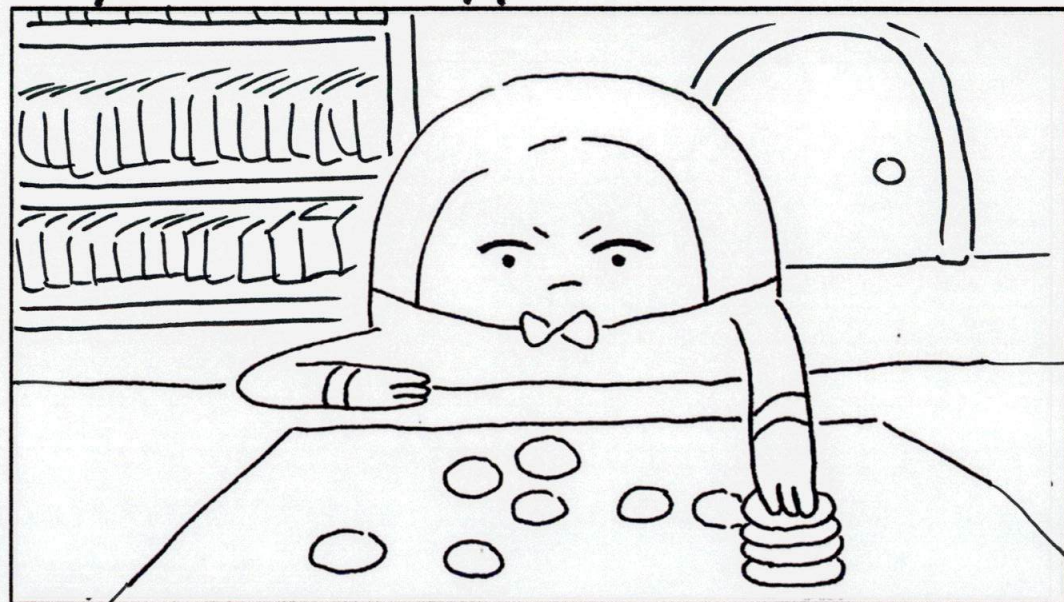
Production :

ADVENTURE TIME

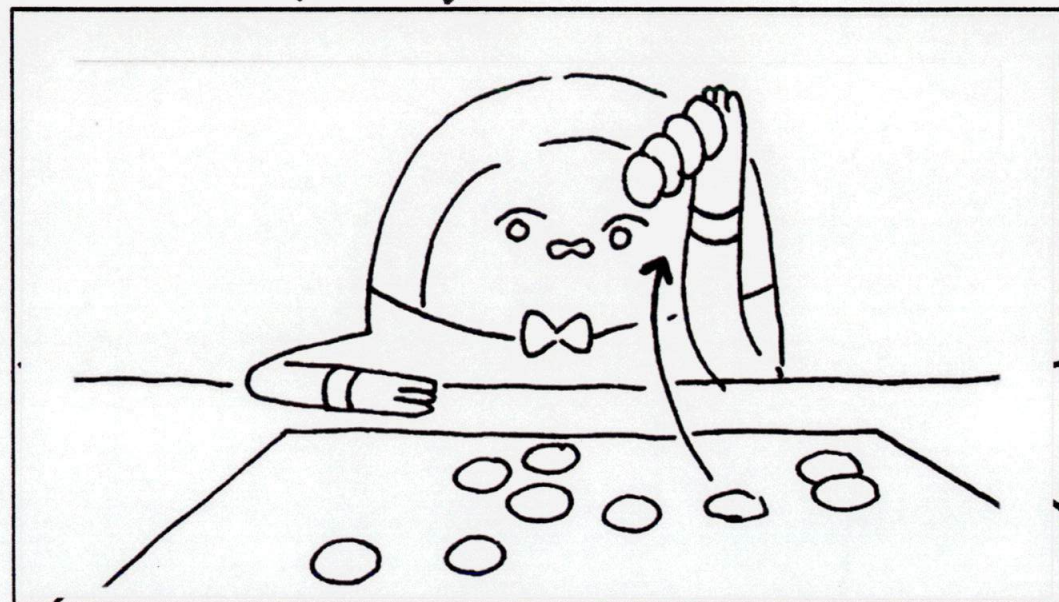


Page 114
day night

Sc. 70 Pnl. A Bg. day night



Sc. 70 cont Pnl. B Bg. day night



Dialog:	(BB) AND... THEIR...
Action:	- B.BUTS PICKS UP STACK OF PEBBLES.
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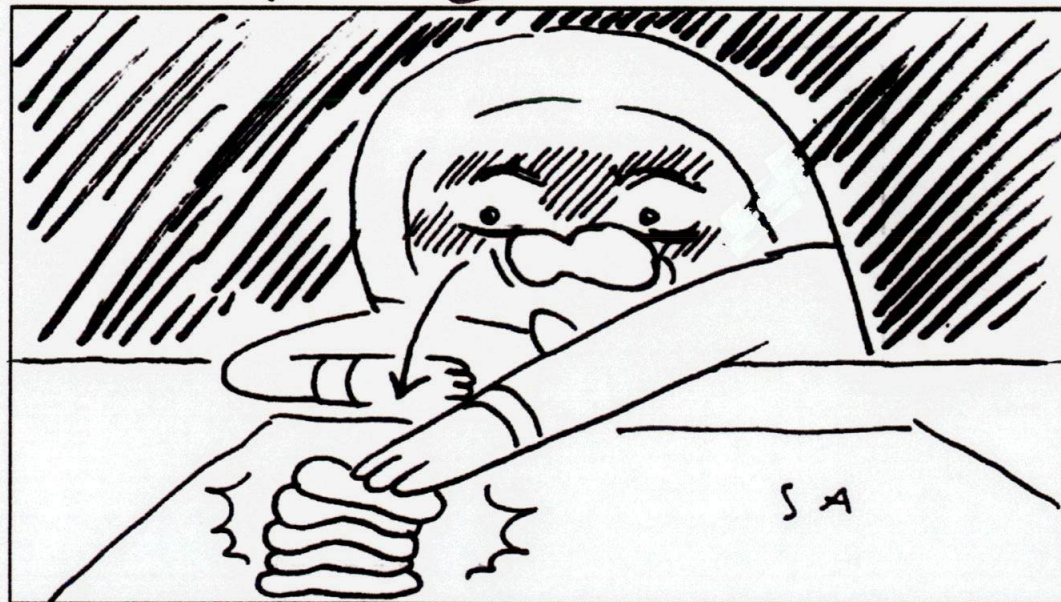


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Sc. 70 CONT Pnl. C

Bg.

day night

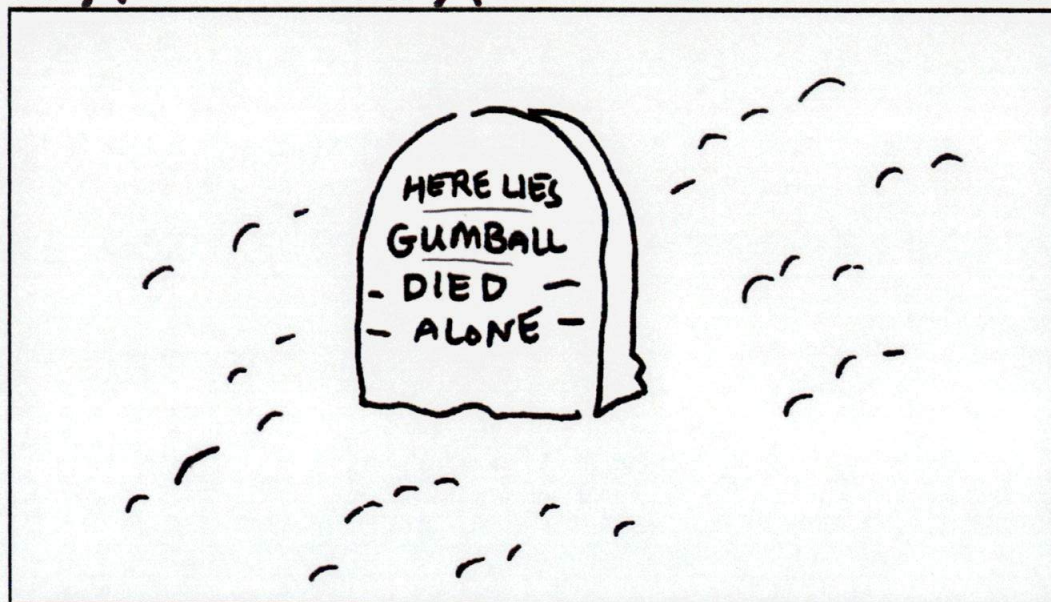


Sc. 71

Pnl. A

Bg.

day night



Dialog:

(BB) FEARS!!!!!!

SFX: * PFFT! *

Action:

- FLASH TO DRAMATIC LIGHTING.

:~)

- FLASH TO GRAVE MARKER,

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Timing:

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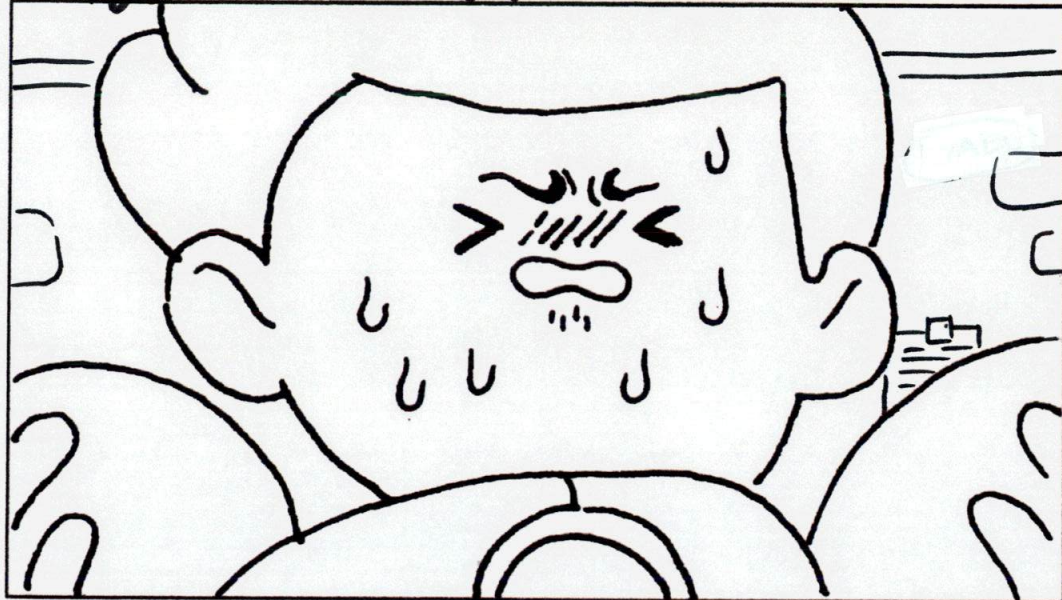
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ADVENTURE TIME



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Sc. 72 Pnl. A Bg. day night



Sc. 72 cont Pnl. B Bg. day night



Dialog:

(GB) M-M-MY MORTALITY!!!

Action:

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Timing:

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1034/237

1034/237

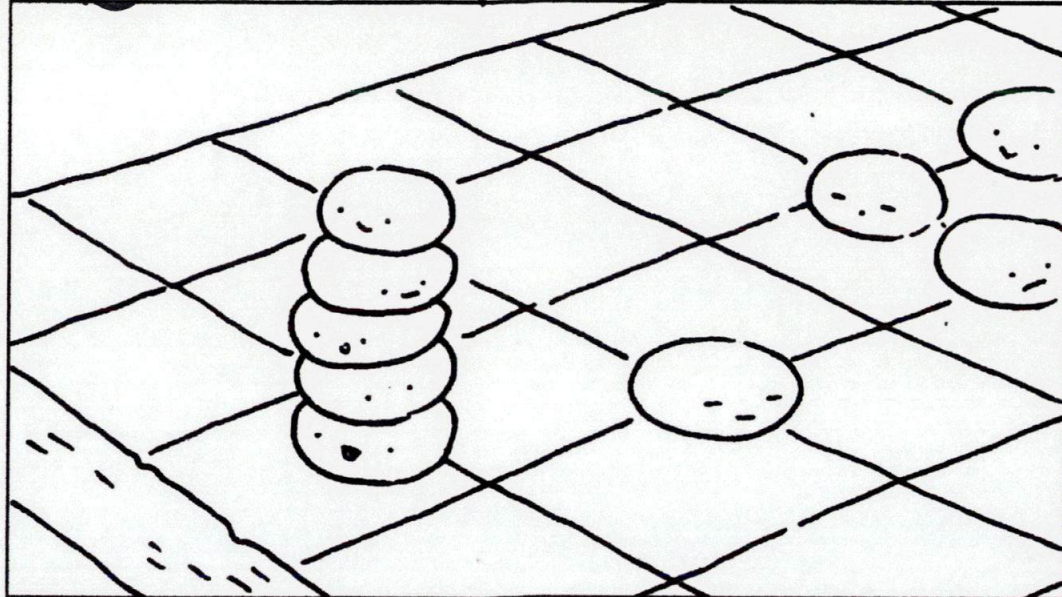
1034/237

ADVENTURE TIME

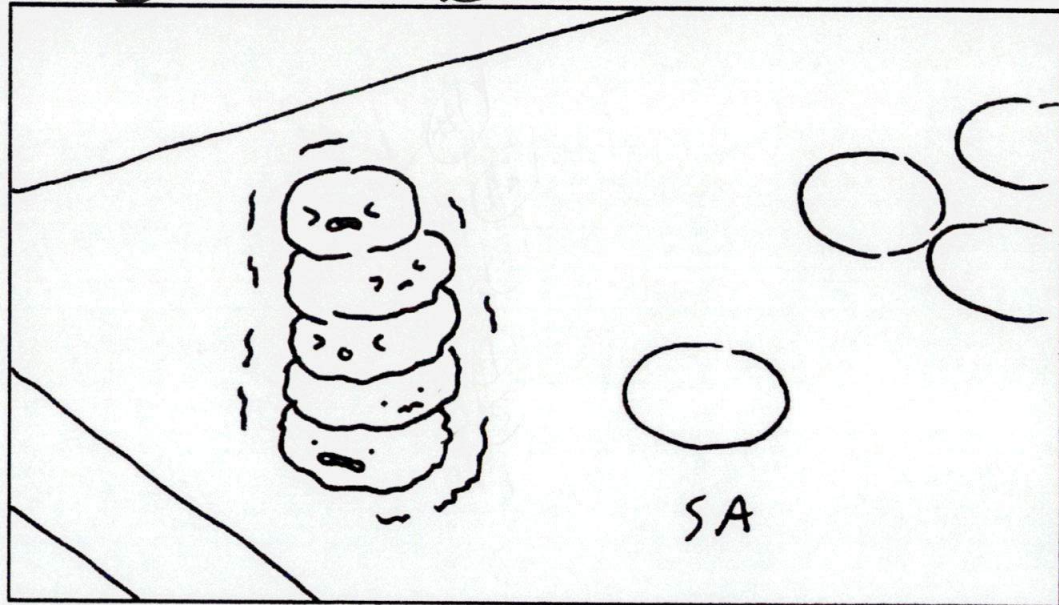


Page 117

Sc. 73 Pnl. A Bg. day night



Sc. Beont Pnl. B Bg. day night



Dialog:

SFX: * RUMBLE *

Action:

OCT 30 2015

Timing:

EPISODE # 1034-237

Production :

1034/237

1034/237

1034/237

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ADVENTURE TIME

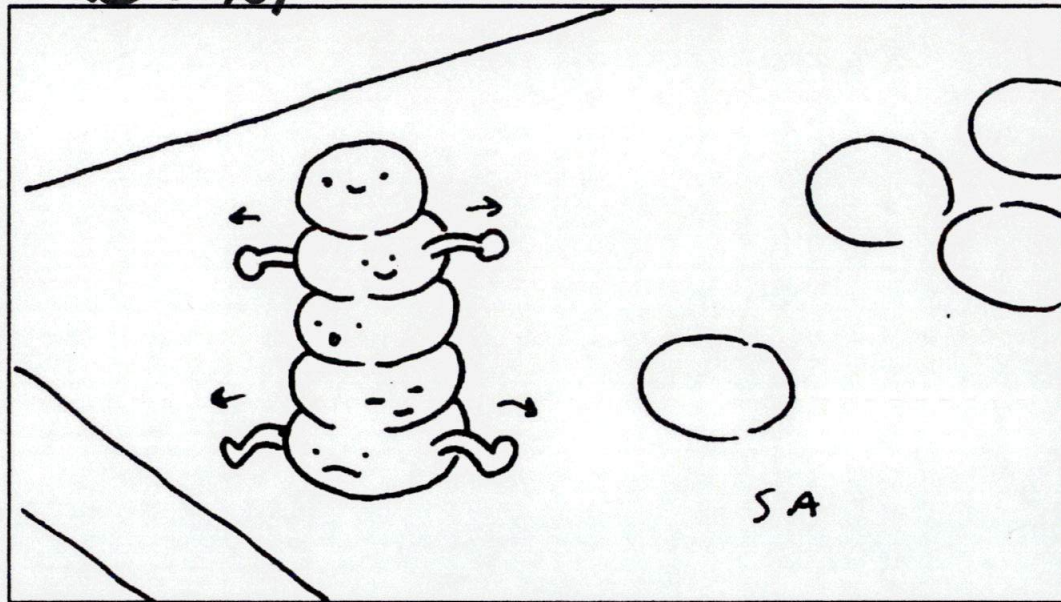


Page 118

Sc. 73 CONT Pnl. C

Bg.

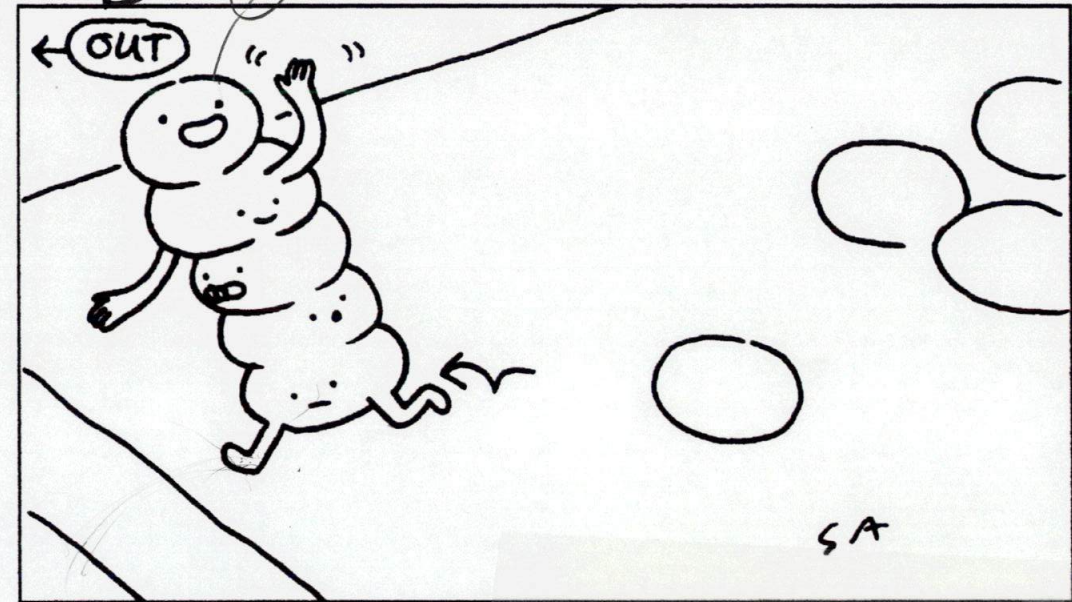
day night



Sc. 73 CONT Pnl. D

Bg.

day night



Dialog:

SFX: * POP-POP *

PEBBLE: BYEEEEE!

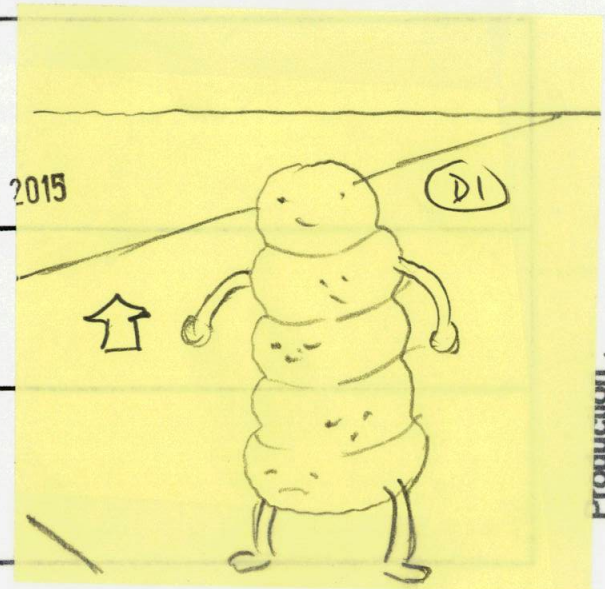
OCT 20 2015

Action:

- STACK FORMS ARMS AND LEGS

- STACK RUNS OFF/S.

Timing:



PRODUCTION

EPISODE # 1034-237

1034/237

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1034/237

1034/237

ADVENTURE TIME



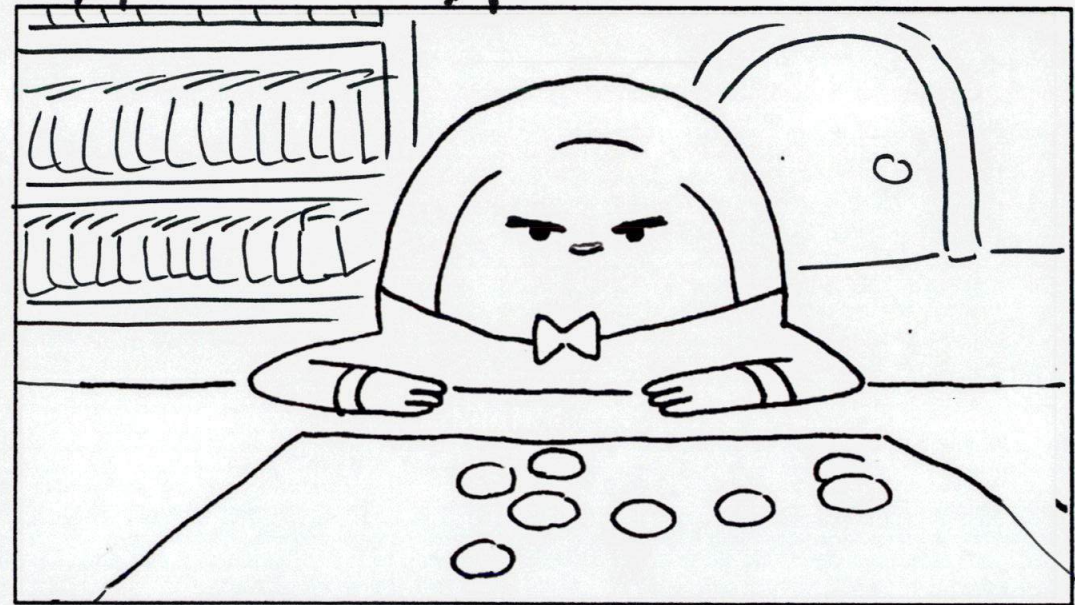
Page 119

Sc. 74

Pnl. A

Bg.

day night



Sc. 75

Pnl. A

Bg.

day night



Dialog:

(BB) KING ME.

(GB) RRRRRR -

Action:

- GB GRABS BOARD.

Timing:

OCT 30 2015



(AI)

EPISODE # 1034-237

1034/237

1034/237

1034/237

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ADVENTURE TIME

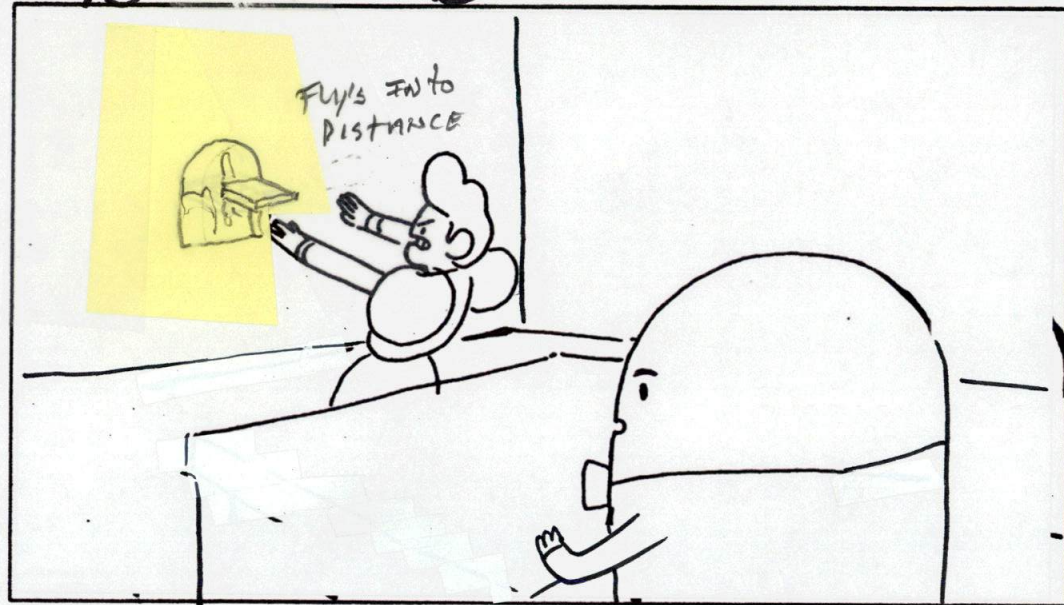


Page 180
day night

Sc. 75 CONT Pnl. B

Bg.

day night

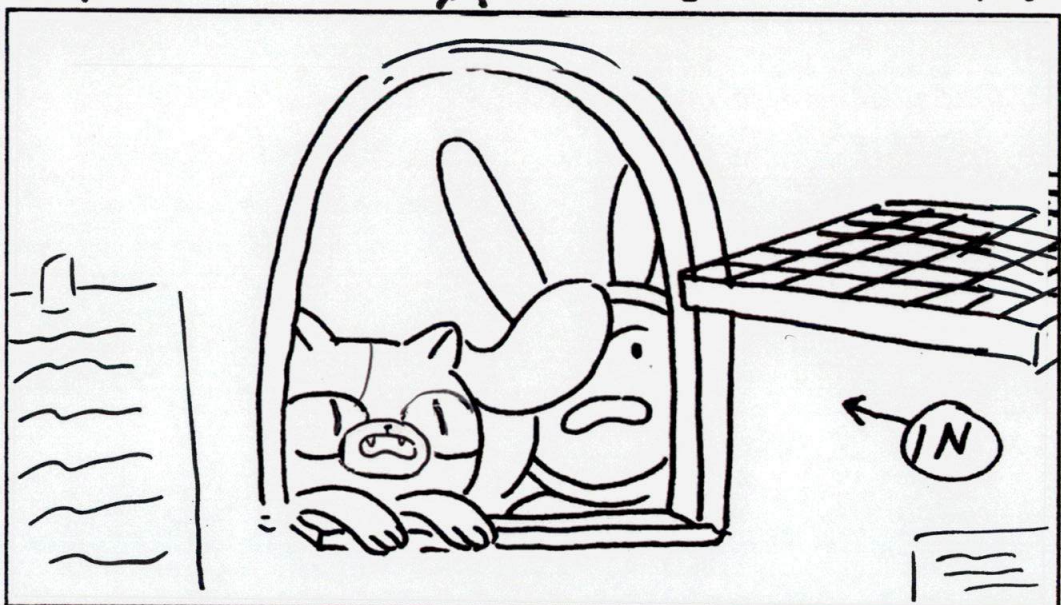


Sc. 76

Pnl. A

Bg.

day night



<p>Dialog:</p> <p><u>GB</u> RAGH!!!!</p>		<p><u>F+C</u>: [GASP]</p>	
<p>Action:</p> <p>- GB HURLS BOARD</p>		<p>- BOARD FLIES AW/S.</p>	
<p>Timing:</p>			

OCT 30 2015

EPISODE # 1034-237

Production :

1034/237

1034/237

1034/237

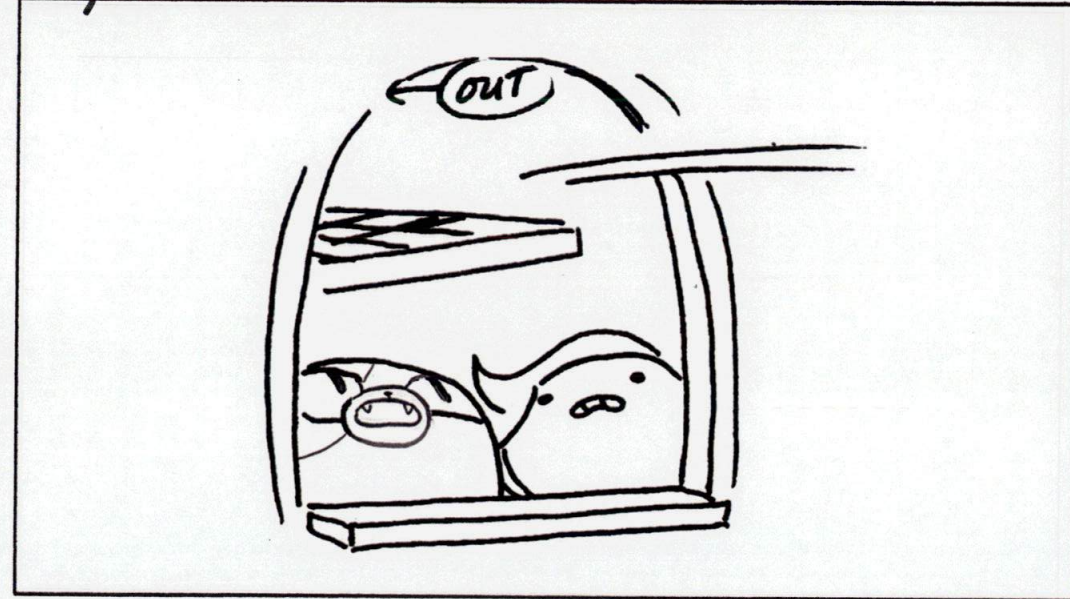
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ADVENTURE TIME



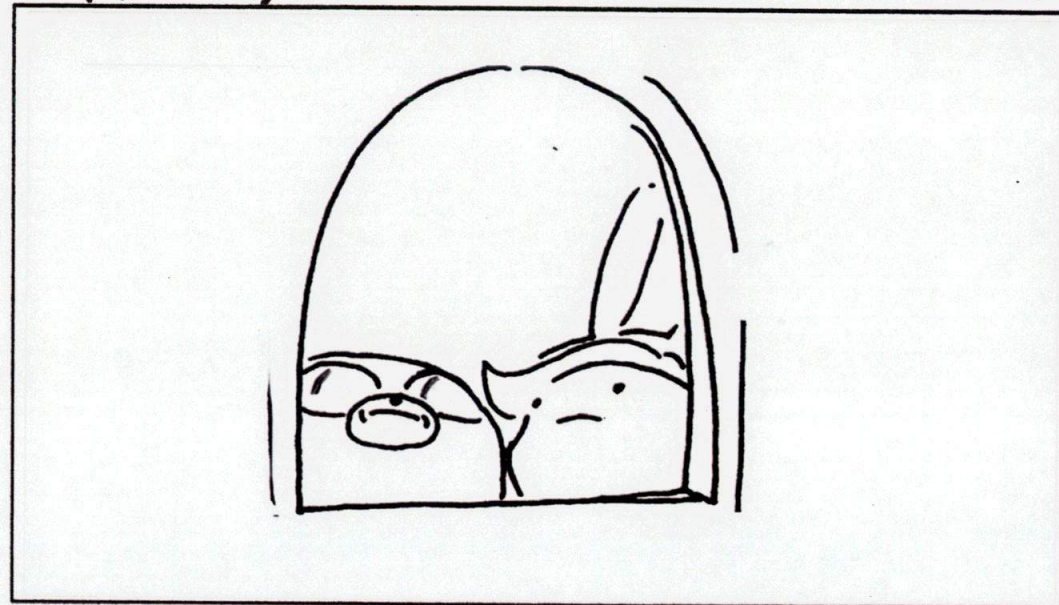
Page 121
day night

Sc. 76 cont Pnl. B Bg.



day night

Sc. 76 cont Pnl. C Bg.



day night

Dialog:

CANDY
PERSON :

Sfx: *CRASH*

O/S MY GLASS CEILING!

Action:

- F+C DUCK, BOARD FLIES
THROUGH WINDOW.

- F+C TRACK GAME BOARD.

OCT 30 2011

Timing:

EPISODE # 1034-237

Production :

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1034/237

1034/237

ADVENTURE TIME



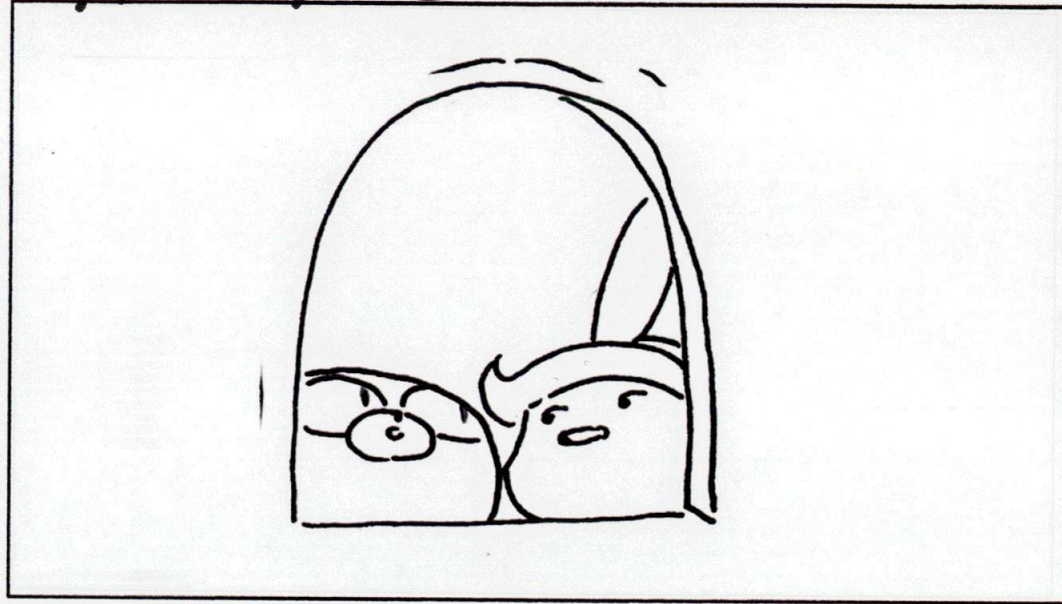
Page

120

Sc. 76 cont Pnl. D

Bg.

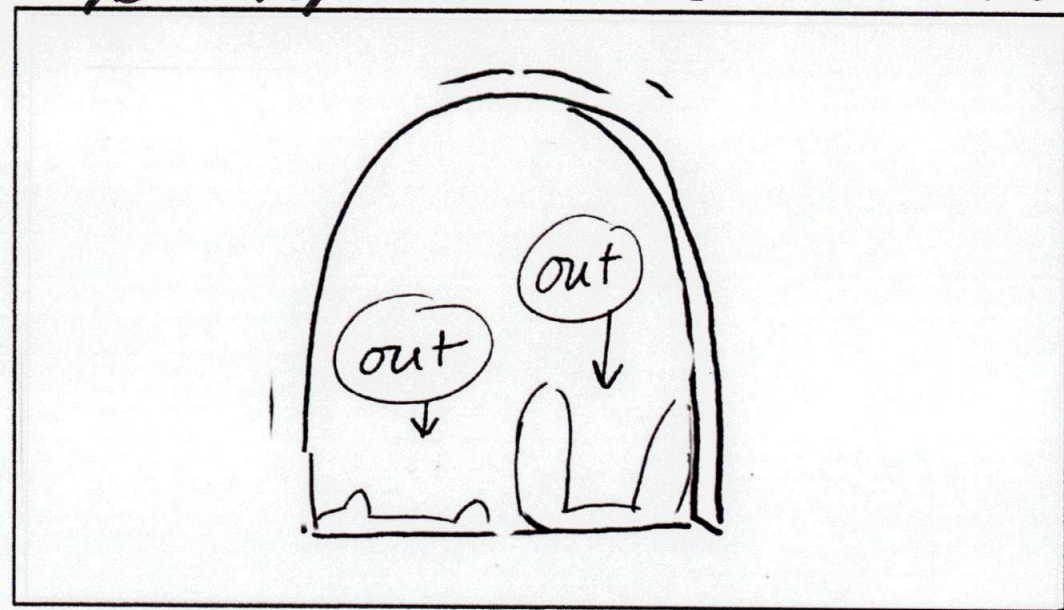
day night



Sc. 76 cont Pnl. E

Bg.

day night



Dialog:

Ⓕ MAYBE WE SHOULD FIND
SOMEONE A LITTLE MORE...
RELAXED...

Action:

- F+C DUCK OFF/S.

OCT 30 2015

Timing:

EPISODE # 1034-237

Production :

1034/237

1034/237

ADVENTURE TIME



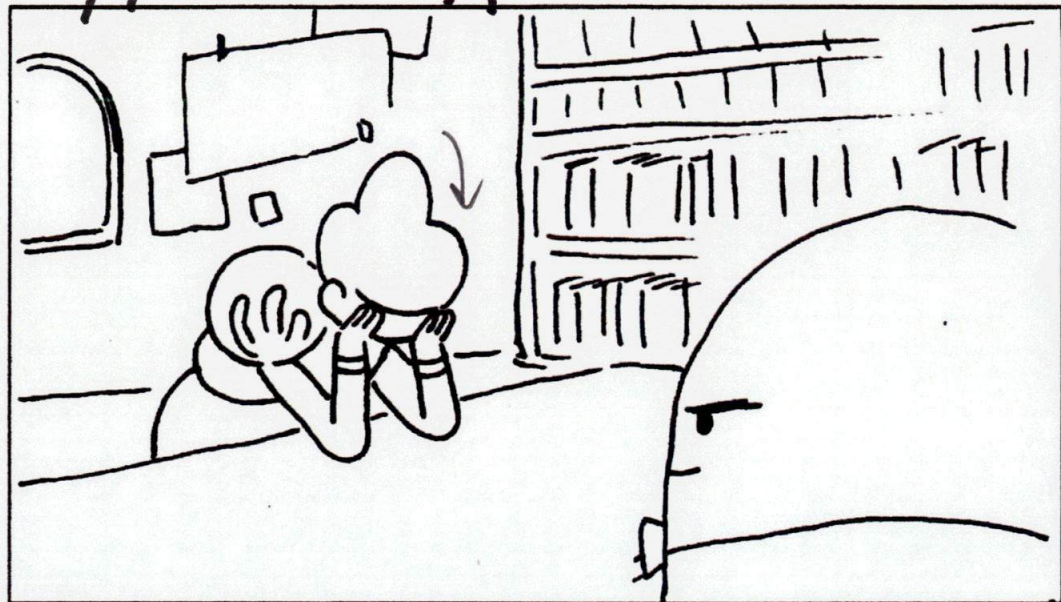
Page 123

Sc. 77

Pnl. A

Bg.

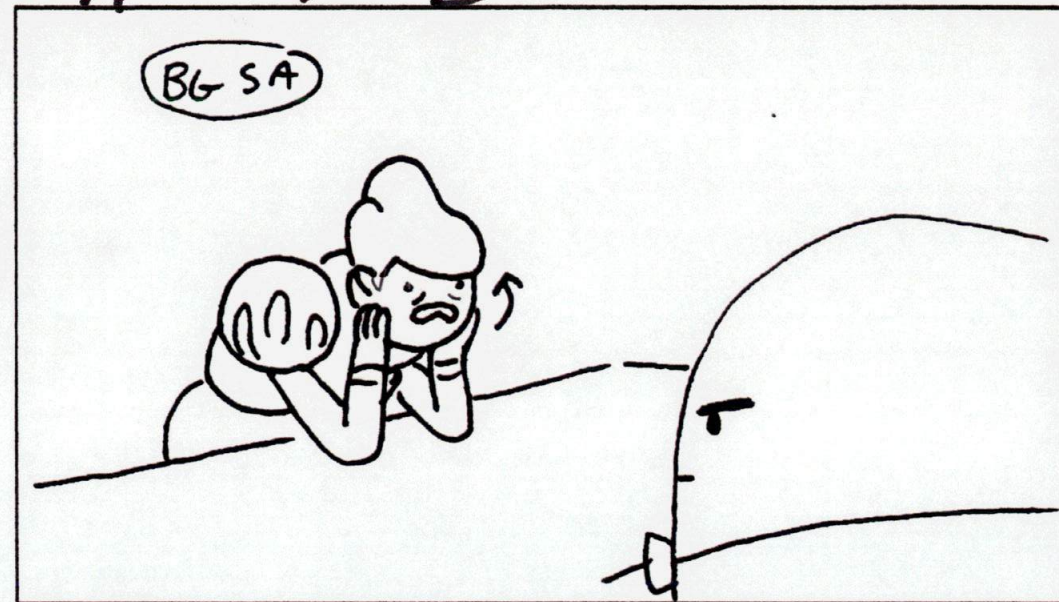
day night



Sc. 77 CONT Pnl. B

Bg.

day night



Dialog:

(GB) HOW.. How

Action:

- GB BURSTS INTO TEARS.

OCT 30 2015

Timing:

EPISODE # 1034-237

Production :

1034/237

1034/237

1034/237

ADVENTURE TIME

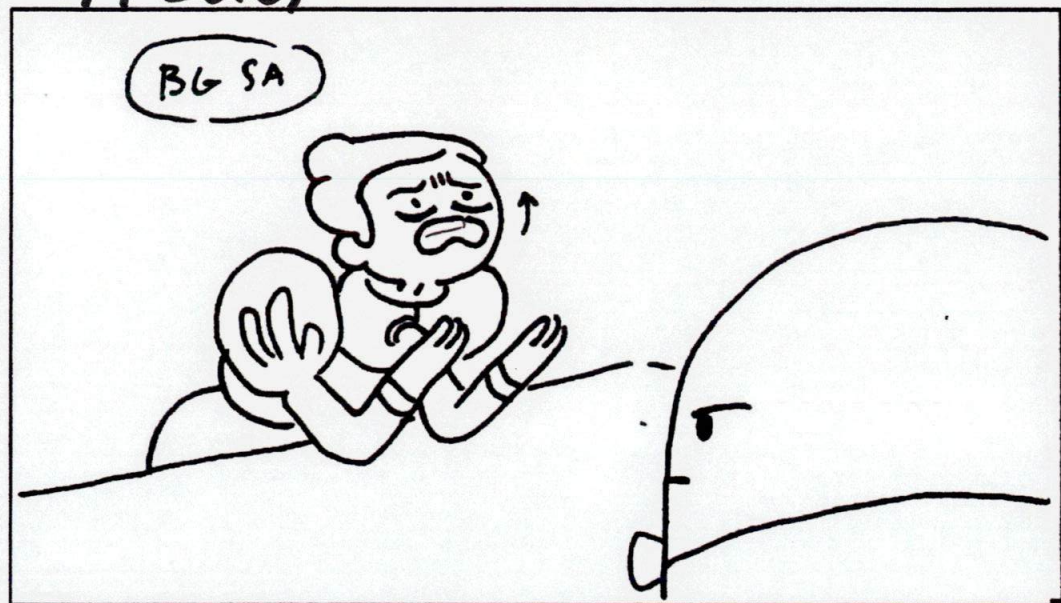


Page 124

Sc. 77 CONT Pnl. C

Bg.

day night



Sc. 77 CONT Pnl. D

Bg.

day night



Dialog:

GB ~~HUM~~ DID U KNOW ?

BB HUM?

Action:

OCT 30 2015

Timing:

EPISODE # 1034-237

Production :

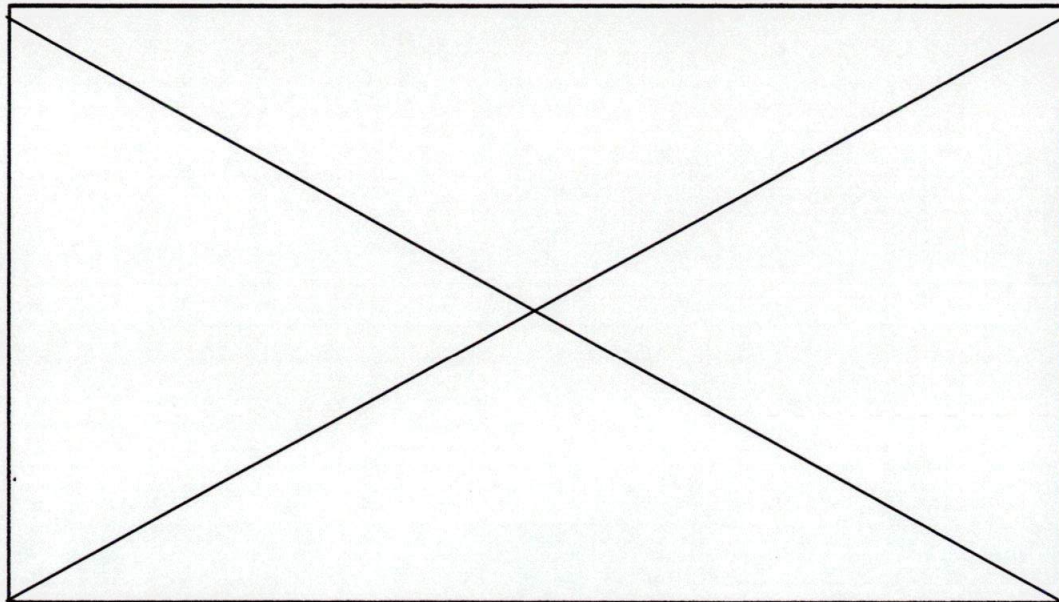
1034/237

ADVENTURE TIME

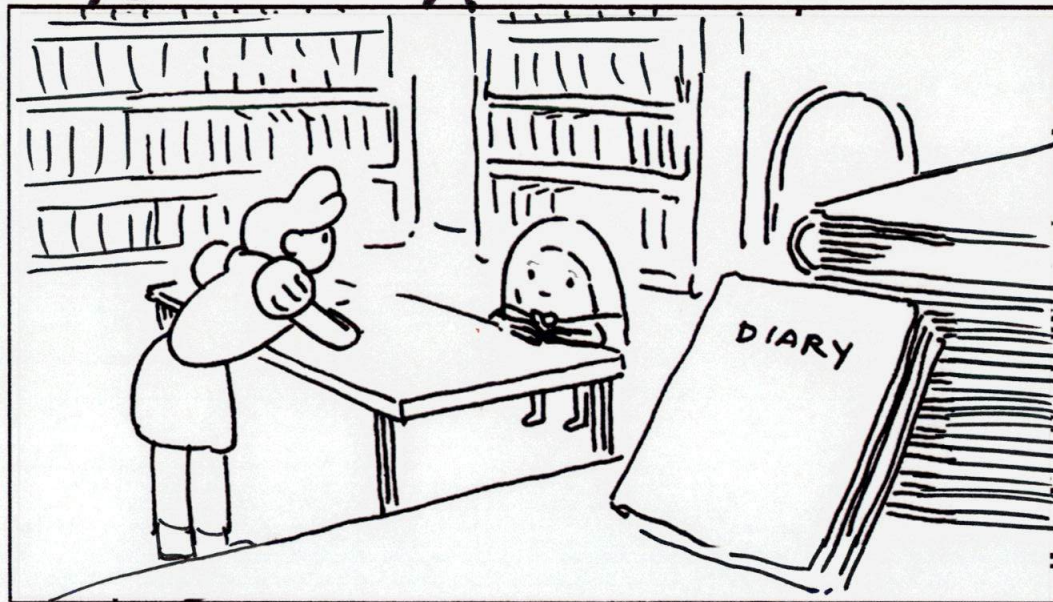


Page 125

Sc. Pnl. Bg. day night



Sc. 78 Pnl. A Bg. day night



Dialog:

Action:

Timing:

(B3) OH --

OCT 30 2015

EPISODE # 1034-237

Production :

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1034/237

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ADVENTURE TIME

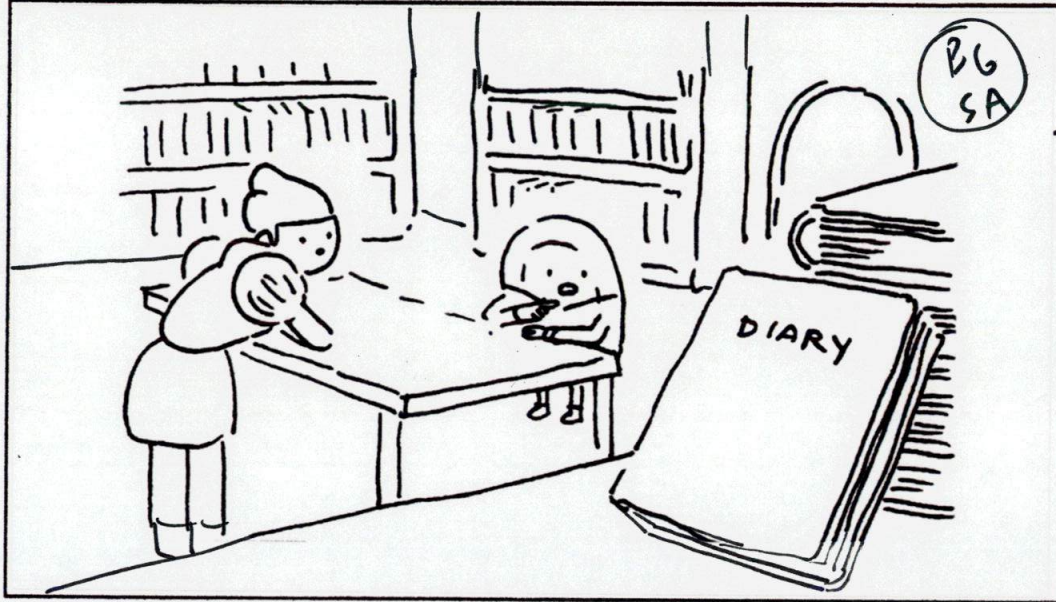


Page 126

Sc. 78 CONT Pnl. B

Bg.

day night



Sc. 79

Pnl. A

Bg.

day night



Dialog:

(BB) YOU LEAVE THAT LYING
AROUND EVERYWHERE.

Action:

- B BUTS POINTS TO DIARY.

SLA (B)

OCT 30 2015

Timing:

(BL)

EPISODE # 1034-237

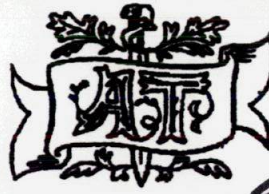
Production :

1034/237

1034/237

1034/237

ADVENTURE TIME



Page 127

Sc. 79 CONT Pnl. B

Bg.

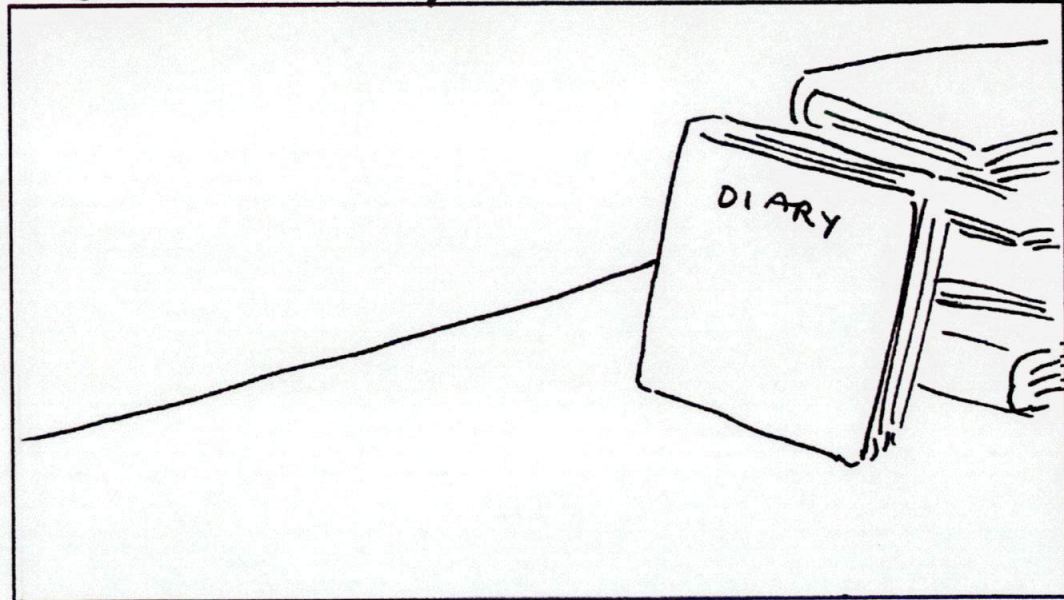
day night

Sc. 80

Pnl. A

Bg.

day night



Dialog:

(GB) (MUTTERING)
[exhale noise]

XROSS

Action:

OCT 30 2015

Timing:

EPISODE # 1034-237

1034/237

Production :

1034/237

ADVENTURE TIME



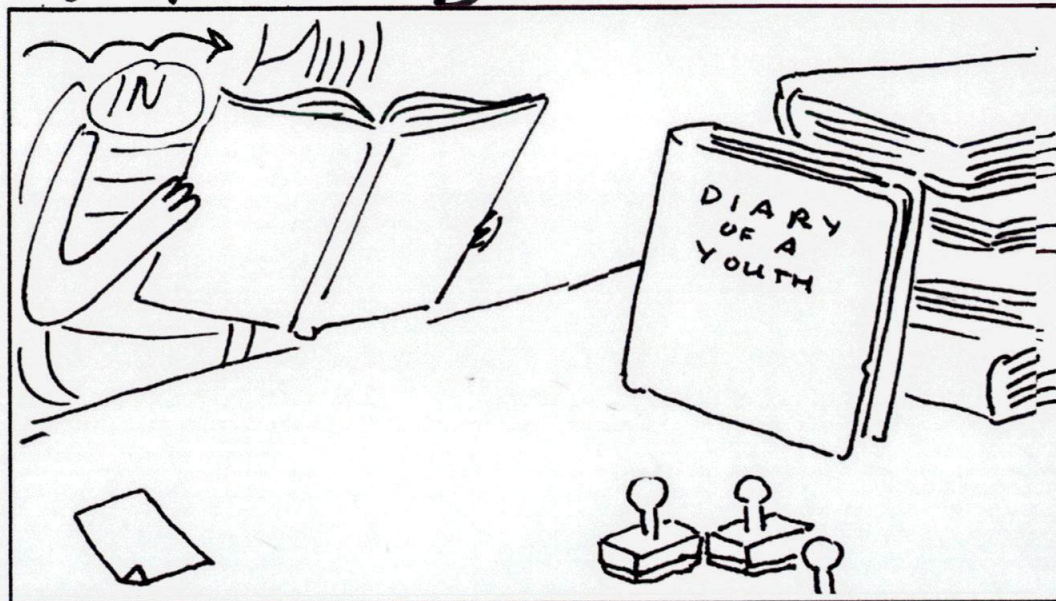
Page 128

Sc. 80A

Pnl. B

Bg.

day night



Sc. 80A cont. Pnl. C

Bg.

day night



Dialog:

~~XXXX~~ XDISS

SFX: * THUD *

OCT 30 2015

Action:

- TURTLE PRINCE WALKS ON/S.

- TP SETS DOWN BOOK.

- B6 DISSOLVES TO LIBRARY (MATCH-DISSOLVE)

Timing:

EPISODE # 1054-237

Production :

1034/237

1034/237

1034/237

ADVENTURE TIME



Sc. 80A cont. Pnl. D

Bg.

day night

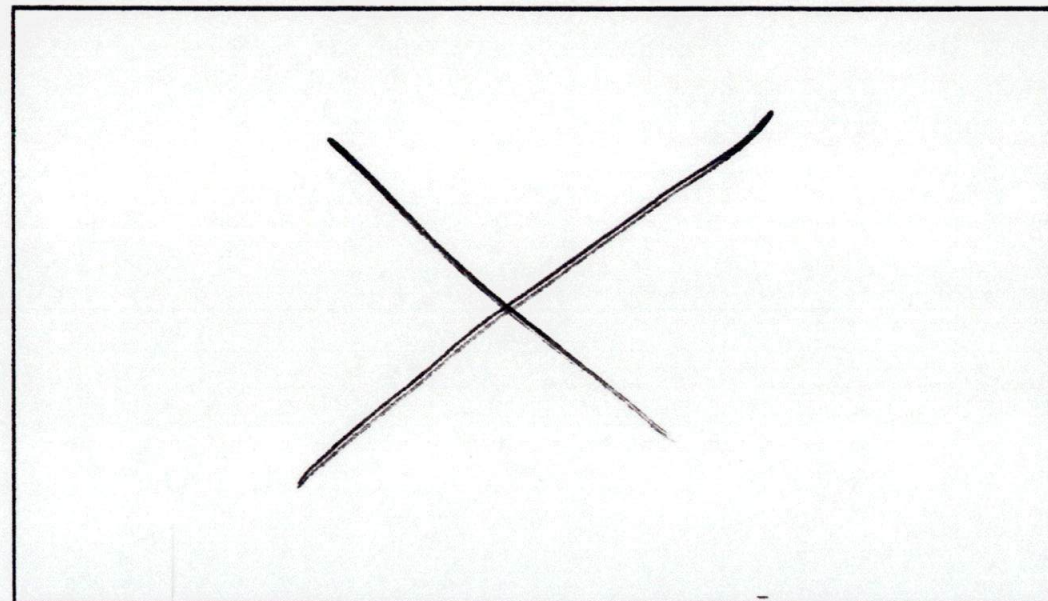


Sc.

Pnl.

Bg.

day night



Dialog:

OCT 30 2015

Action:

Diag.
- TRUCK out TO SHOW LIBRARY.

Timing:

EPISODE # 1034-237

Production :

ADVENTURE TIME



Sc. **80A CONT** Pnl. **E**

Bg.

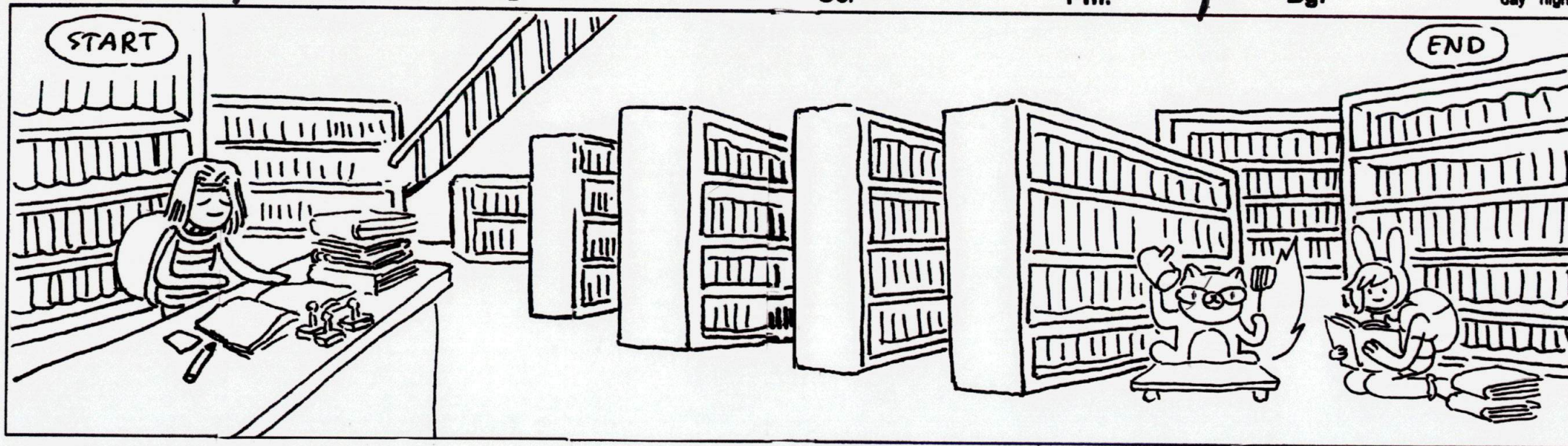
day night

Sc.

Pnl. **F**

Bg.

Page **130**
NO PG-13!
day night



Dialog:

SFX:

* STR 21

(E1)

Action:

Timing:



OCT 30 2015

- F+C ST IN
THE AISLE

EPISODE # 1034-237

Production :

1034/237

1034/237

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1034/237

ADVENTURE TIME



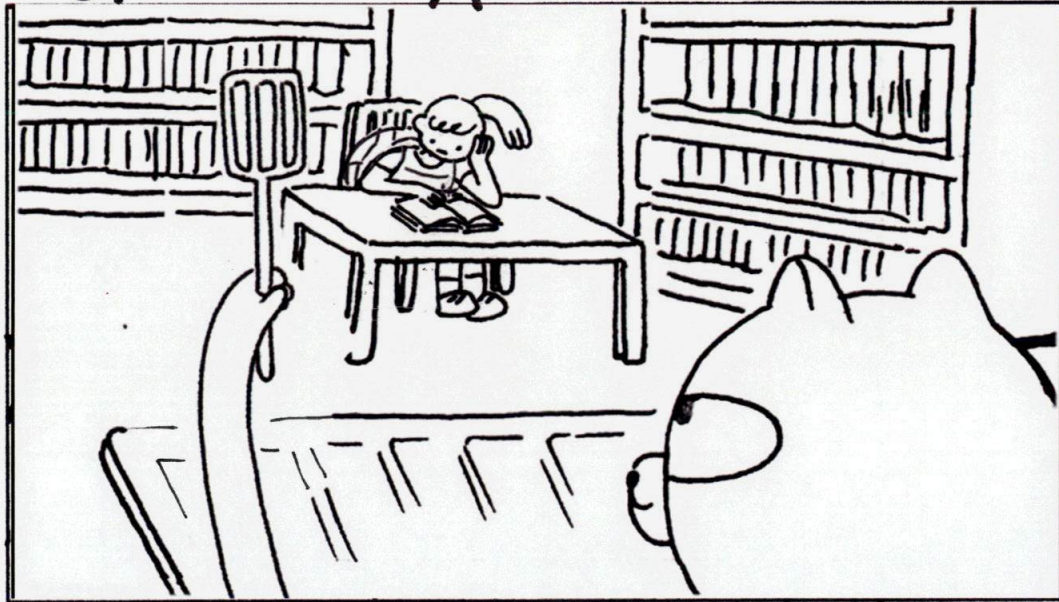
Page 132

Sc. 81

Pnl. A

Bg.

day night



Sc. 81 CONT Pnl. B

Bg.

day night



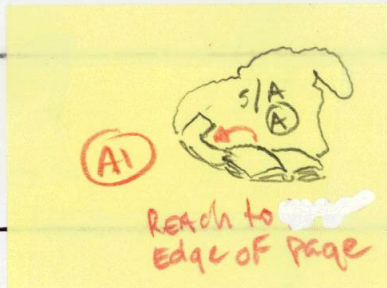
Dialog:

Action:

- TURTLE GIRL AT TABLE.

A, B, C, A TURNING PAGE SLOWLY

Timing:



OCT 30 2015



Production :

EPISODE # 1034-237

1034/237

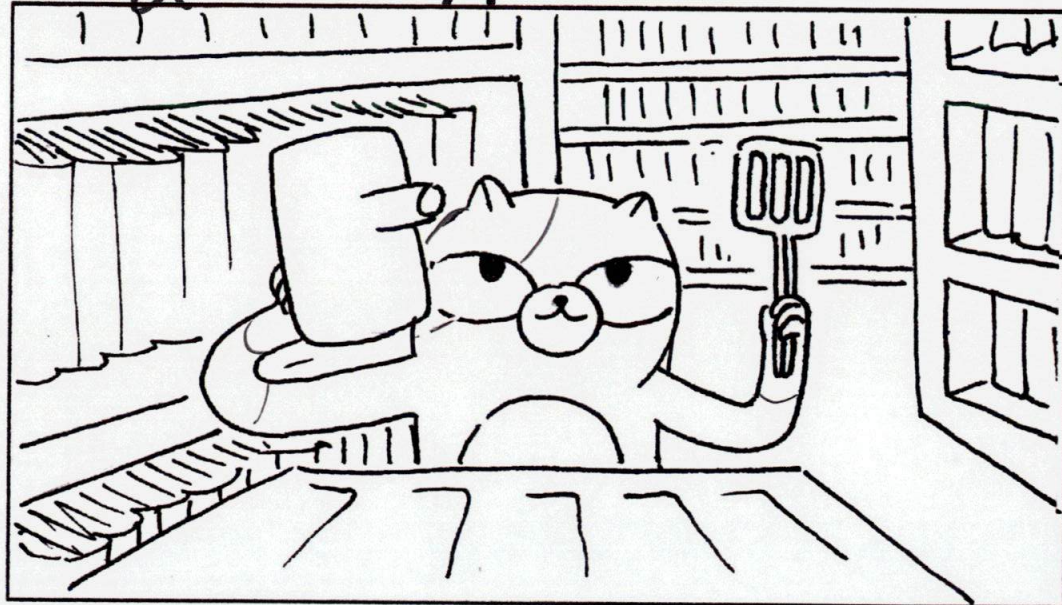
1034/237

ADVENTURE TIME

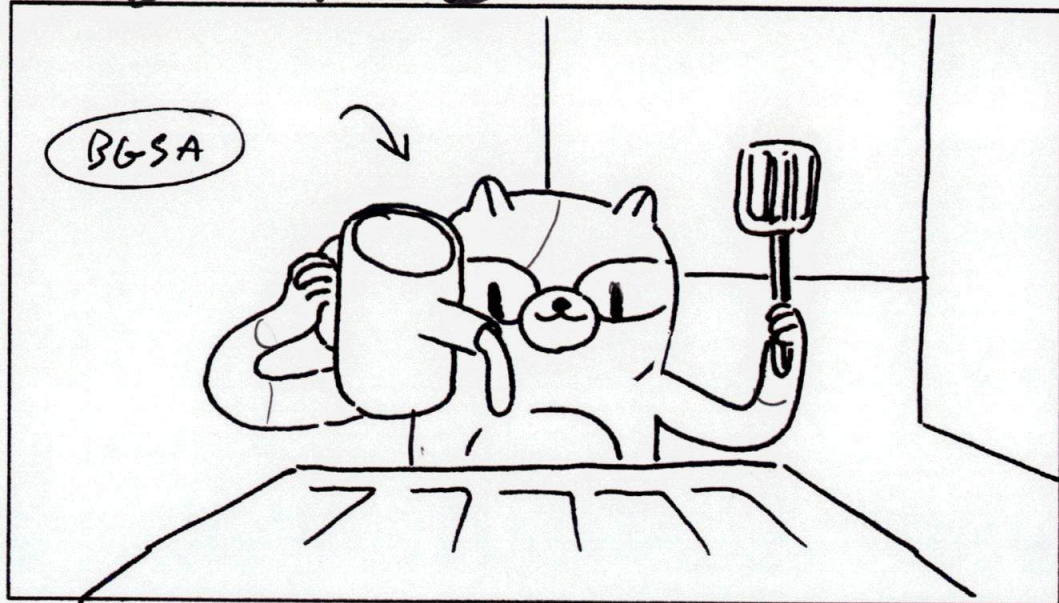


Page 133

Sc. 82 Pnl. A Bg. day night



Sc. 82 cont Pnl. B Bg. day night



Dialog:

Action:

- CAKE STARTS POURING BATTER

OCT 30 2015

Timing:

EPISODE # 1034-237

Production :

1034/237

1034/237

1034/237

ADVENTURE TIME

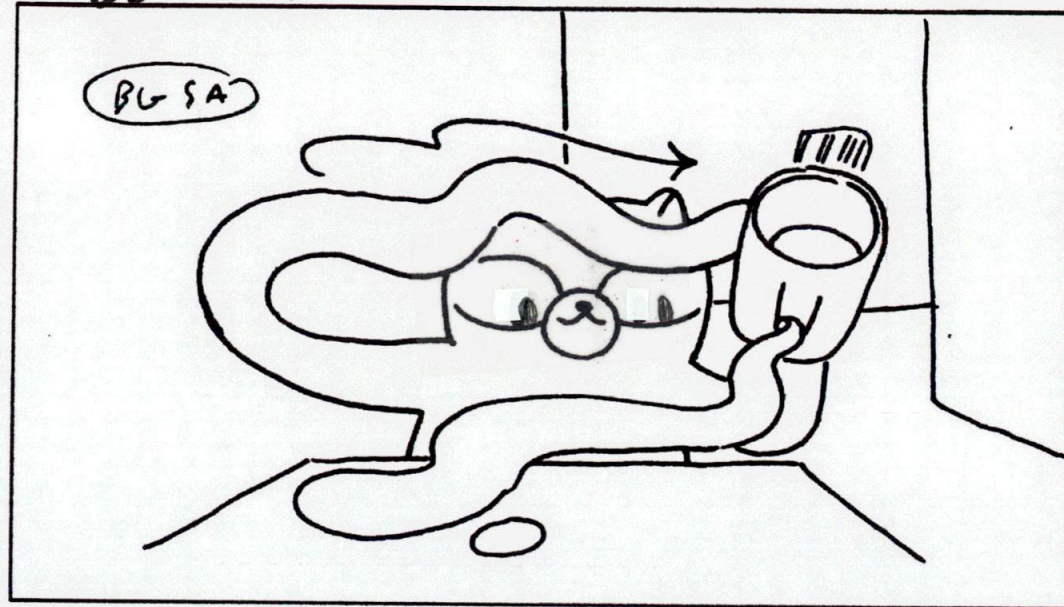


Page 134

Sc. 82 CONT Pnl. C

Bg.

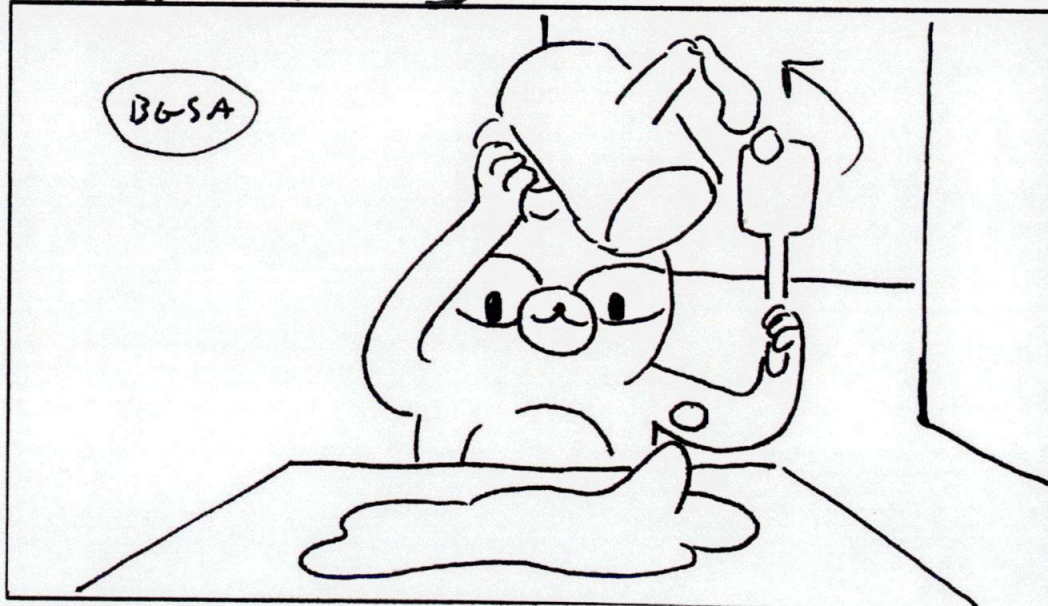
day night



Sc. 82 CONT Pnl. D

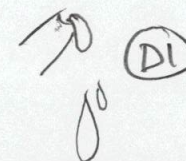
Bg.

day night



Dialog:

SFX * S S S S S *



Action:

OCT 30 2015

Timing:

EPISODE # 1034-237

Production :

1034/237

ADVENTURE TIME



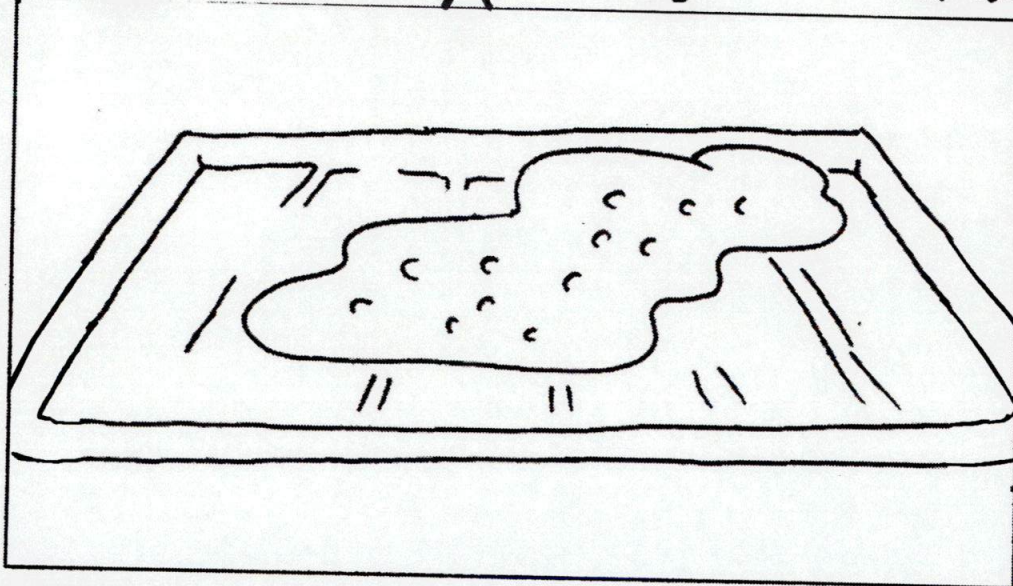
NO SC
84

Sc. **83**

Pnl. **A**

Bg.

day night



Sc. **83 cont** Pnl. **B**

Bg.

Page **135**
day night



Dialog:

SFX: *SSSSSSZZZZE*

© URGH... STILL NOT
QUITE RIGHT...

Action:

- FLAPJACK BROWNS

Timing:



- FLAPJACK BUBLES,
LOSES SHAPE

OCT 30 2015

Production :

EPISODE # 1034-237

1034/237

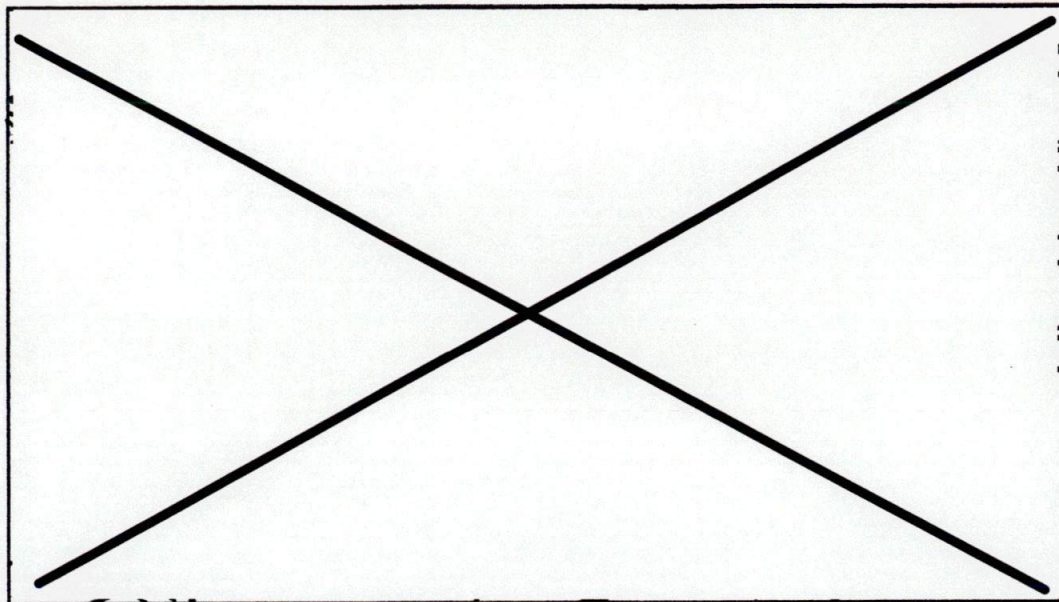
1034/237

ADVENTURE TIME

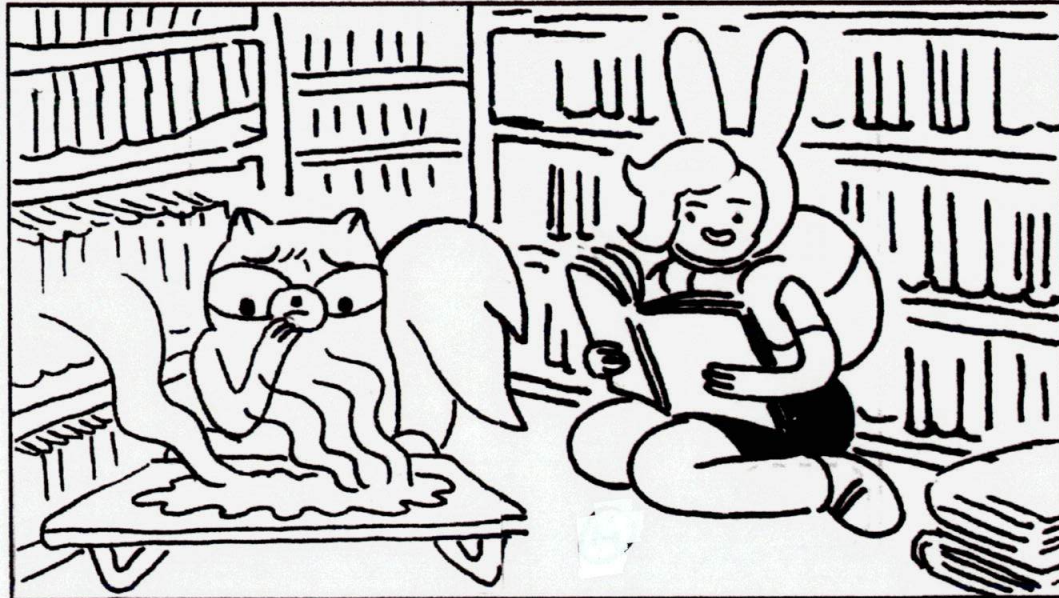


Page 136

Sc. Pnl. Bg. day night



Sc. 85 Pnl. A Bg. day night



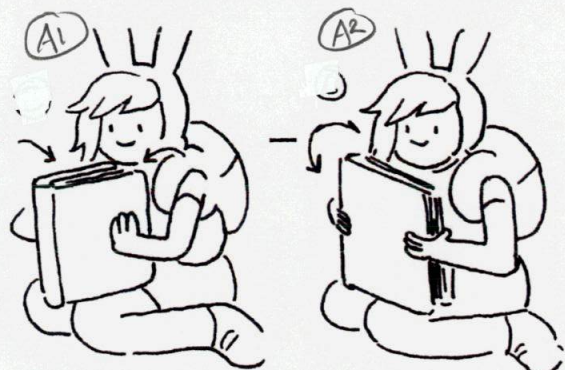
Dialog:

Ⓔ HOW ABOUT THIS FOR
SOME INSPIRATION?

OCT 30 2015

Action:

Timing:



-FIANNA
TURNS
BOOK
AROUND.

Production :

EPISODE # 1034-237

1034/237

1034/237

1034/237

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ADVENTURE TIME

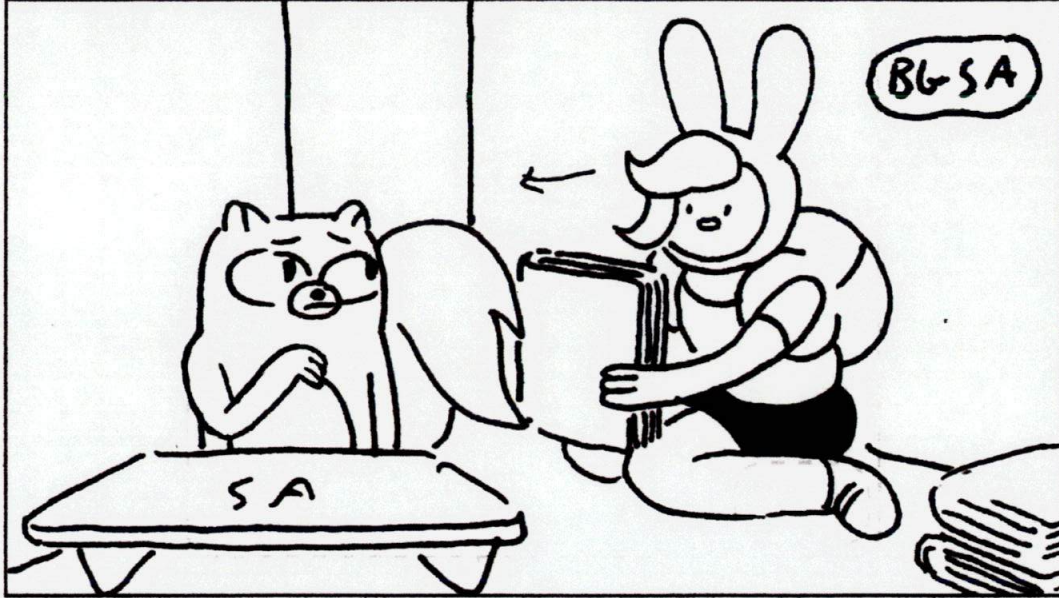


Page 137

Sc. 85 CONT Pnl. B

Bg.

day night

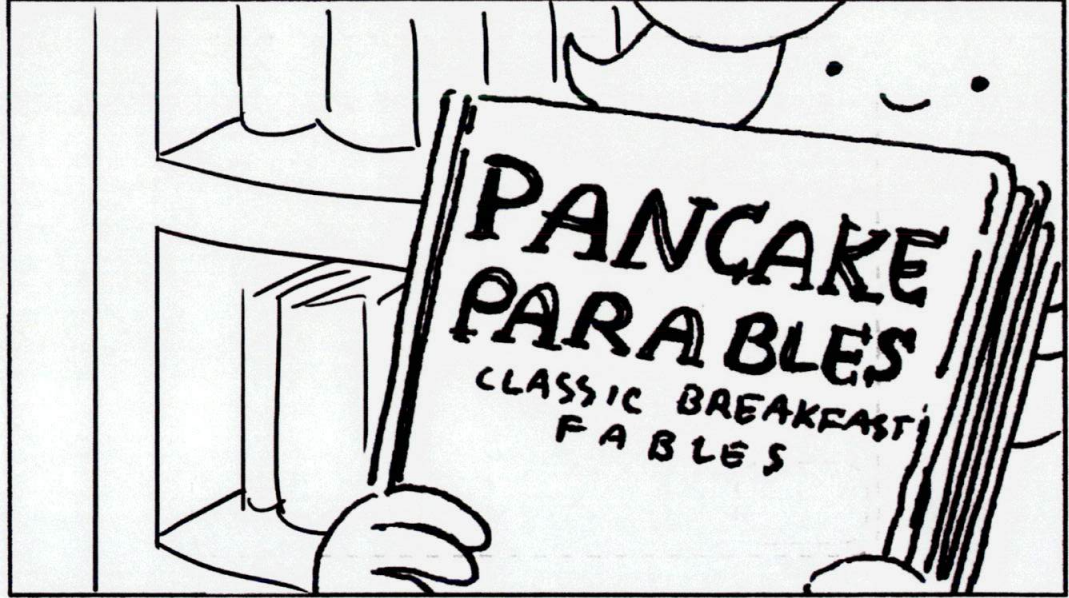


Sc. 86

Pnl. A

Bg.

day night



Dialog:

Action:

OCT 30 2015

Timing:

EPISODE # 1034-237

Production :

1034/237

1034/237

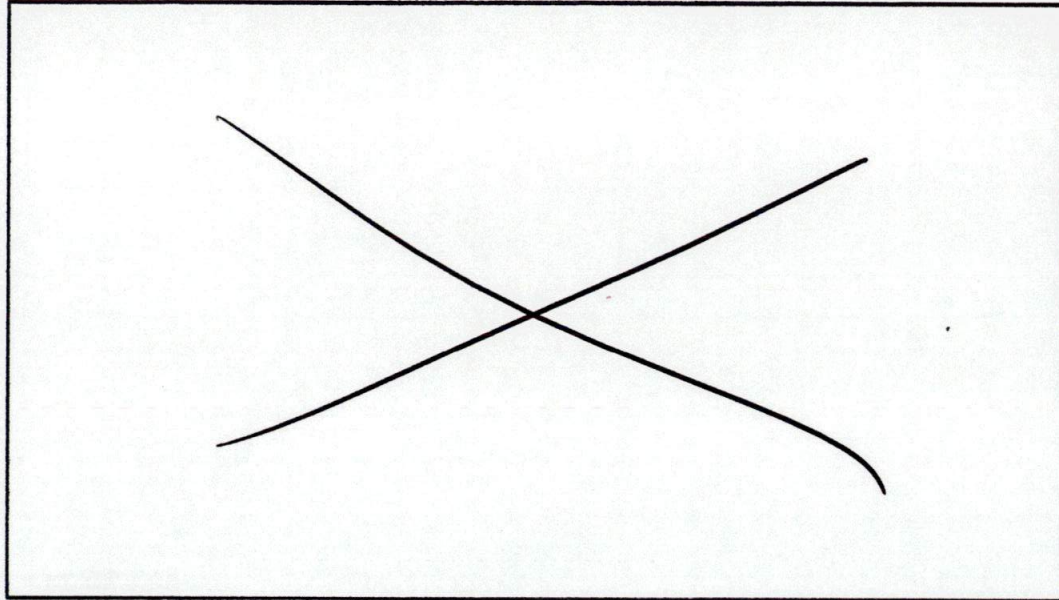
1034/237

ADVENTURE TIME

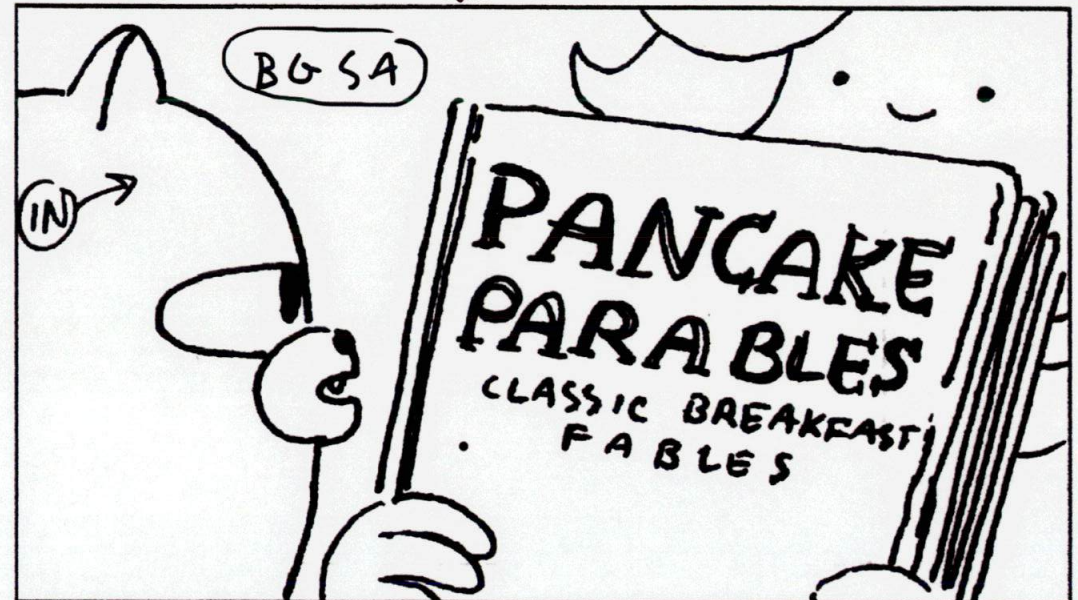


Page 138

Sc. Pnl. Bg. day night



Sc. 86 cont Pnl. B Bg. day night



Dialog:

Action:

- CAKE LEANS ON/5 TO READ TITLE.

OCT 30 2015

Timing:

EPISODE # 1034-237

Production :

1034/237

1034/237

1034/237

ADVENTURE TIME



Page 139

Sc. 86 CONT Pnl. C

Bg.

day night



Sc. 87

Pnl. A

Bg.

day night



Dialog:

© HISSSSSSS!!!!

Action:

- CAKE HISSES AT BOOK

OCT 30 2015

Timing:

EPISODE # 1034-237

Production :

1034/237

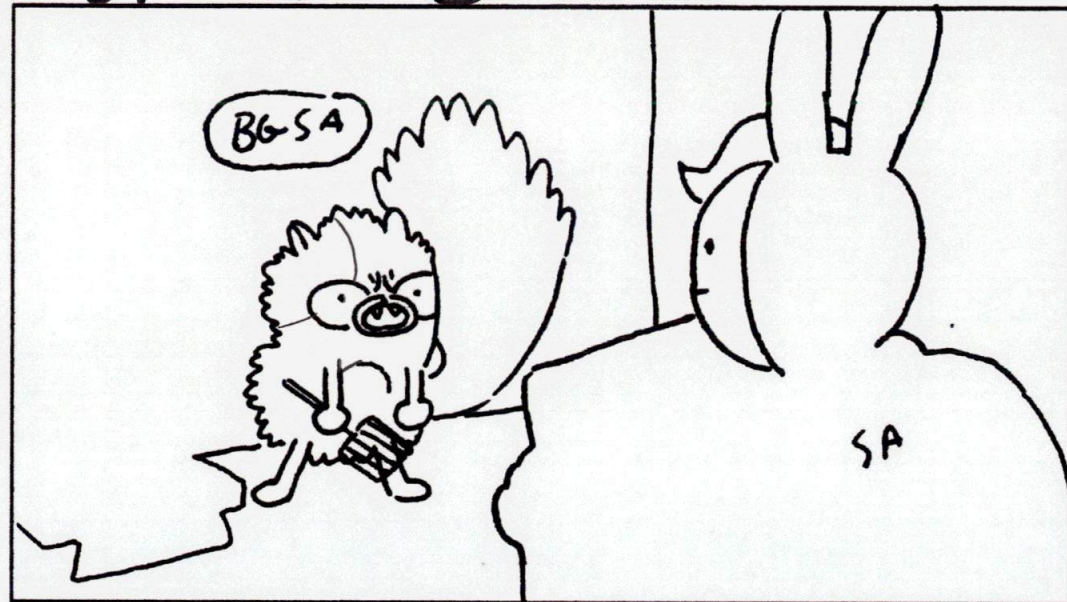
ADVENTURE TIME



Sc. **87 CONT** Pnl. **B**

Bg.

day night



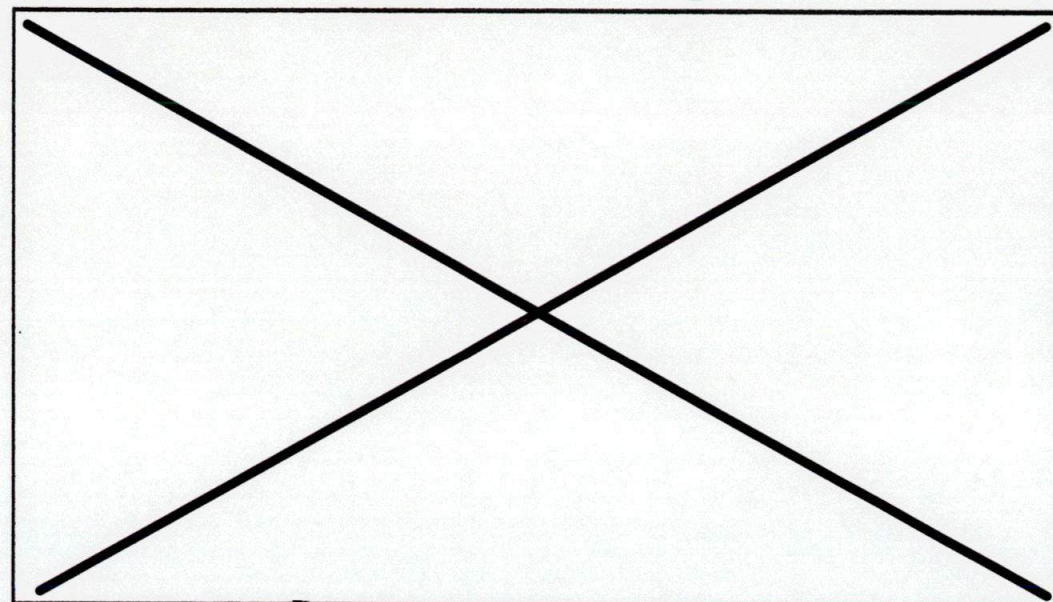
Sc.

Pnl.

Bg.

Page

NO PG 141
day night



Dialog:

© PANCAKES AND FLAPJACKS
ARE NOTHING ALIKE!!!

Action:

- CAKE BRISTLES.

Timing:

OCT 30 2015

Production :

EPISODE # 1034-237

1034/237

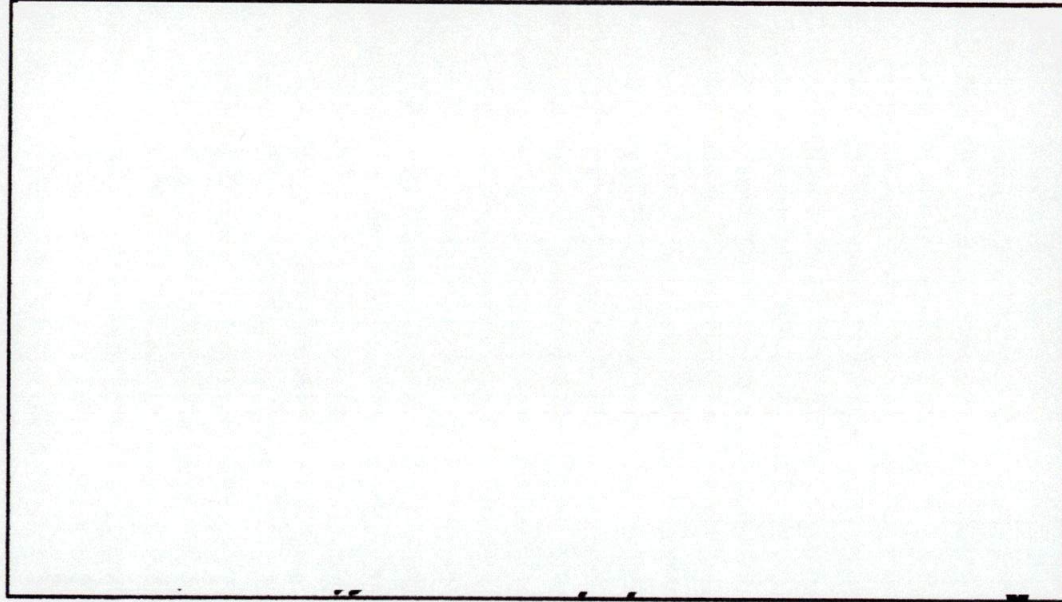
1034/237

ADVENTURE TIME

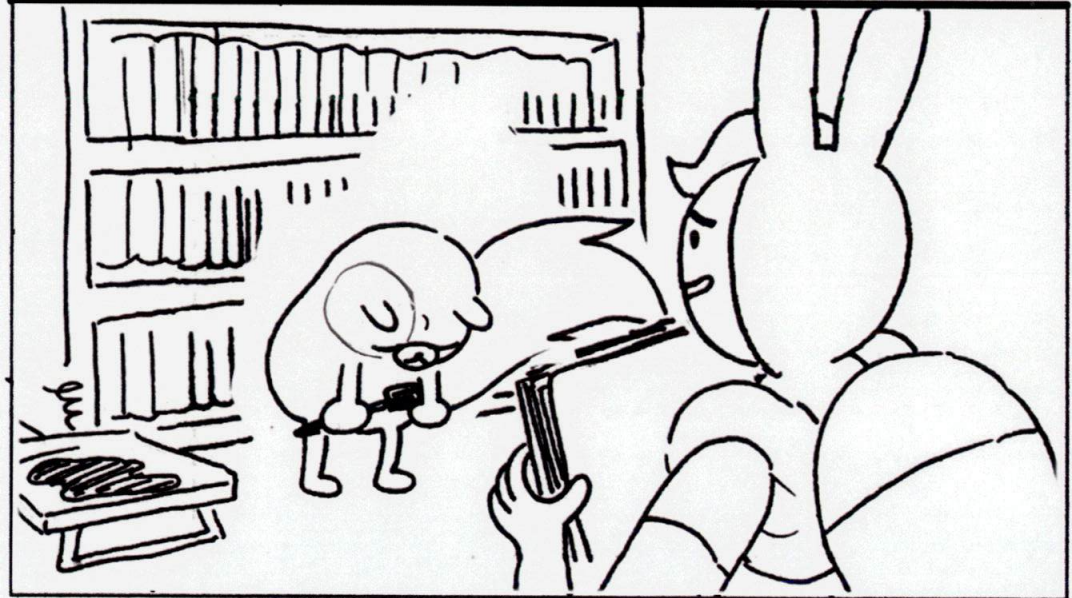


Page 142

Sc. Pnl. Bg. day night



Sc. 87 CONT Pnl. C Bg. day night



Dialog:

(F) AW, CAKE... I'D PICK YOUR
FLAPJACKS OVER ALL THE
PANCAKES IN THE WORLD....

Action:

OCT 30 2015

Timing:

EPISODE # 1034-237

Production :

1034/237

1034/237

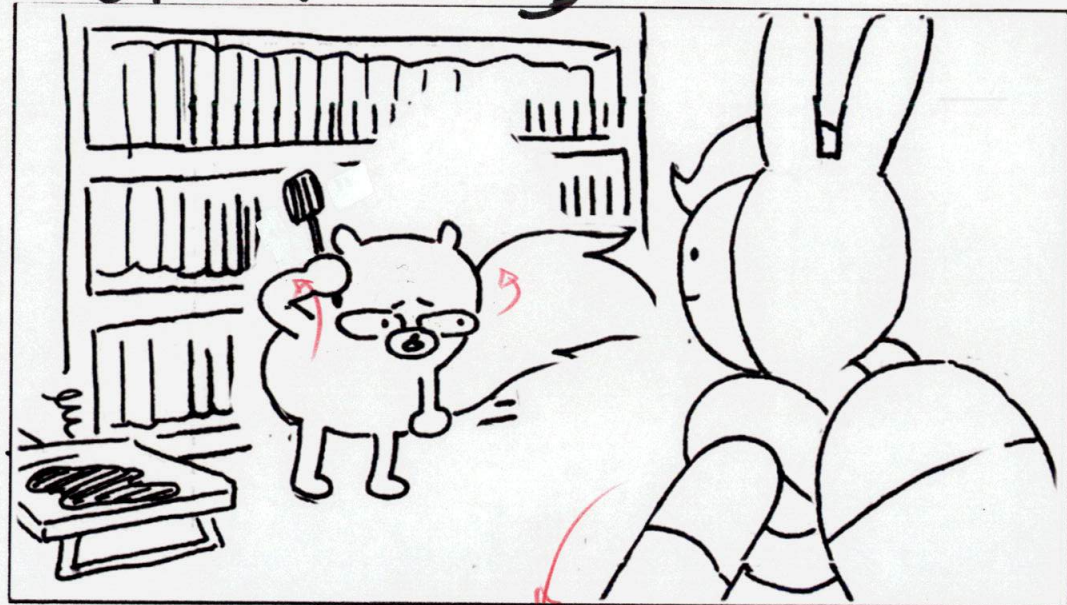
1034/237

ADVENTURE TIME

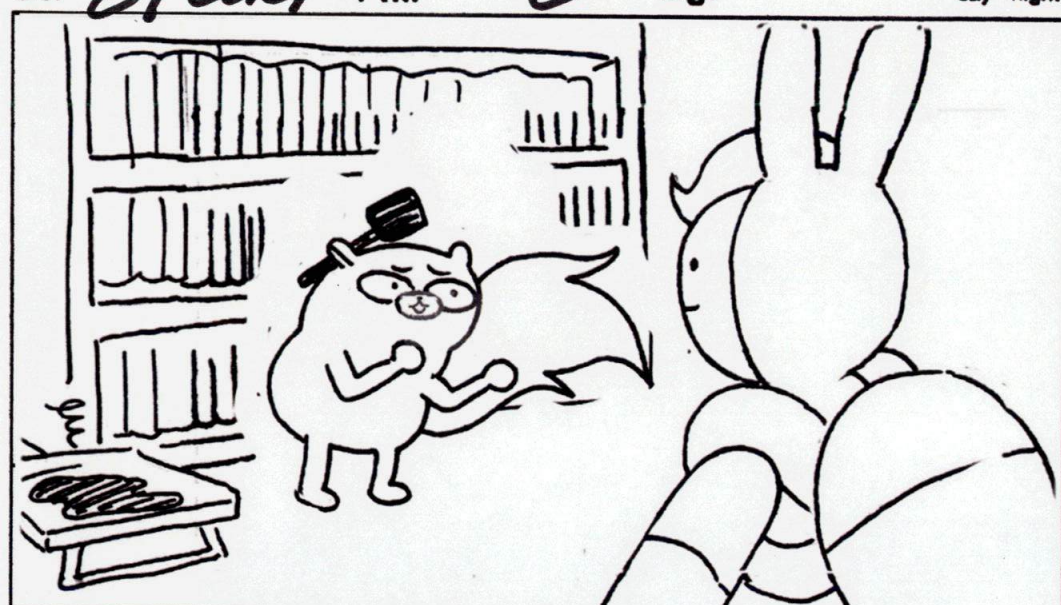


Page 143

Sc. 87 cont Pnl. D Bg. day night



Sc. 87 cont Pnl. E Bg. day night



Dialog:	© ITS JUST THAT...	© FLAPJACK LITURATURE IS SUCH A NICHE GENRE,
Action:		- C. TUCKS SPATULA BEHIND EAR.
Timing:		OCT 30 2015

EPISODE # 1034-237

Production :

1034/237

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1034/237

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1034/237

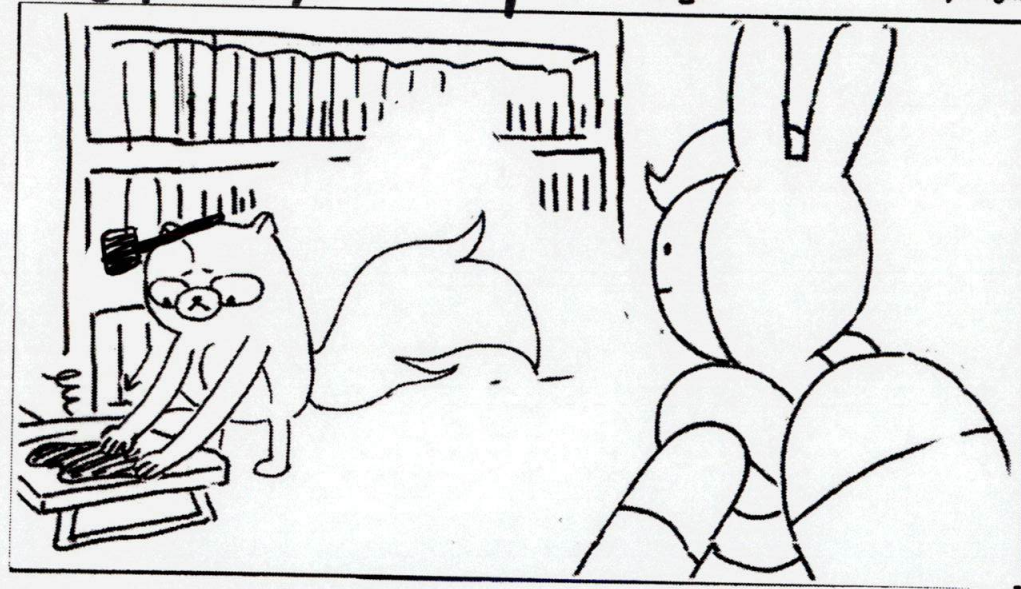
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ADVENTURE TIME

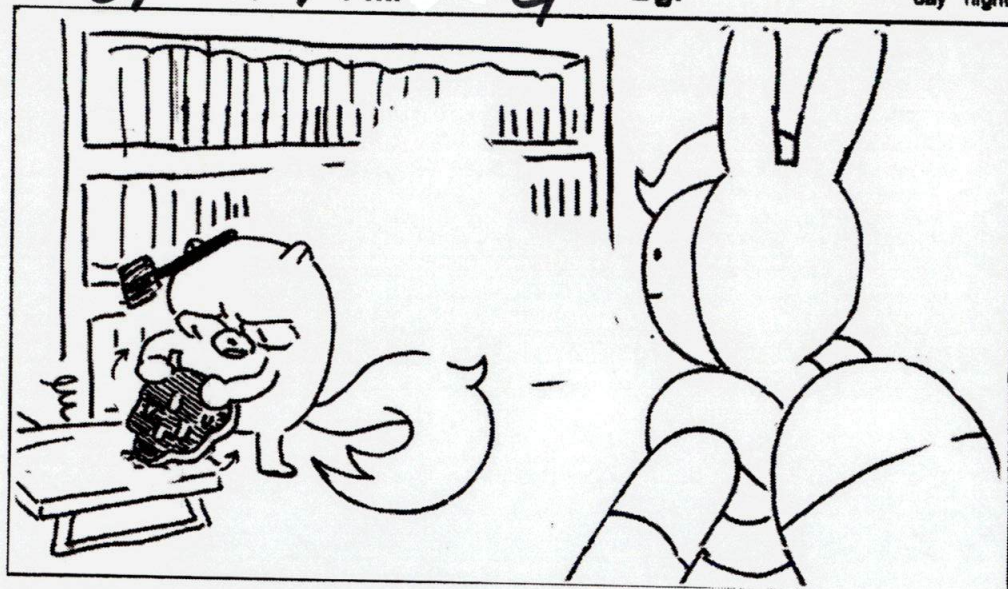


NO SC'S
88-89

Sc. **87 CONT** Pnl. **F** Bg. day night



Sc. **87 CONT** Pnl. **G** Bg. day night Page **144**



Dialog:

© AND NONE OF MY FLAPJACKS
ARE TURNIN' OUT ANY good ..

Action:

- LAKE REACHES FOR FLAPJACK.

OCT 30 2015

Timing:

EPISODE # 1034-237
Production :

1034/237

1034/237

ADVENTURE TIME



Page 145

Sc.

Pnl.

Bg.

day night

Sc.

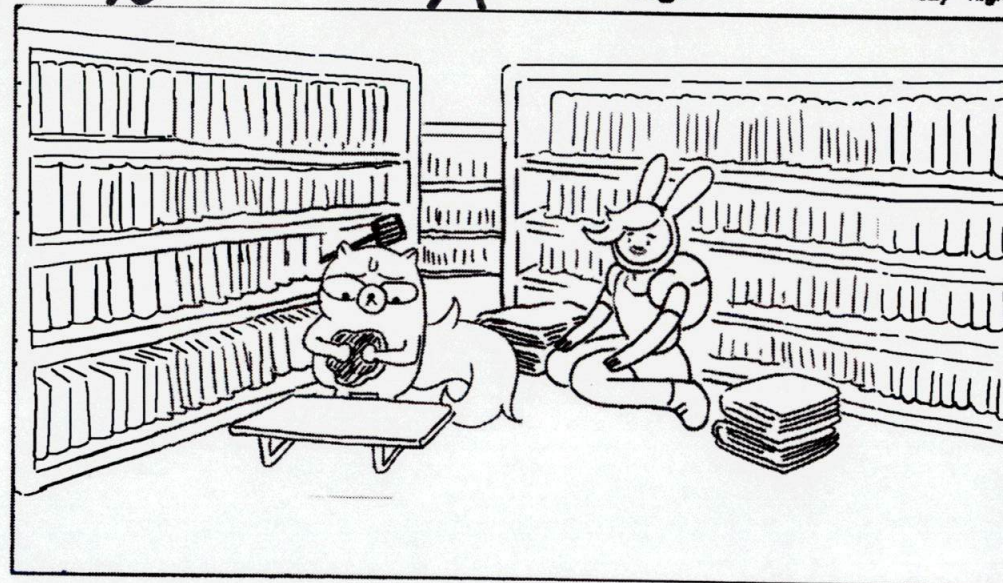
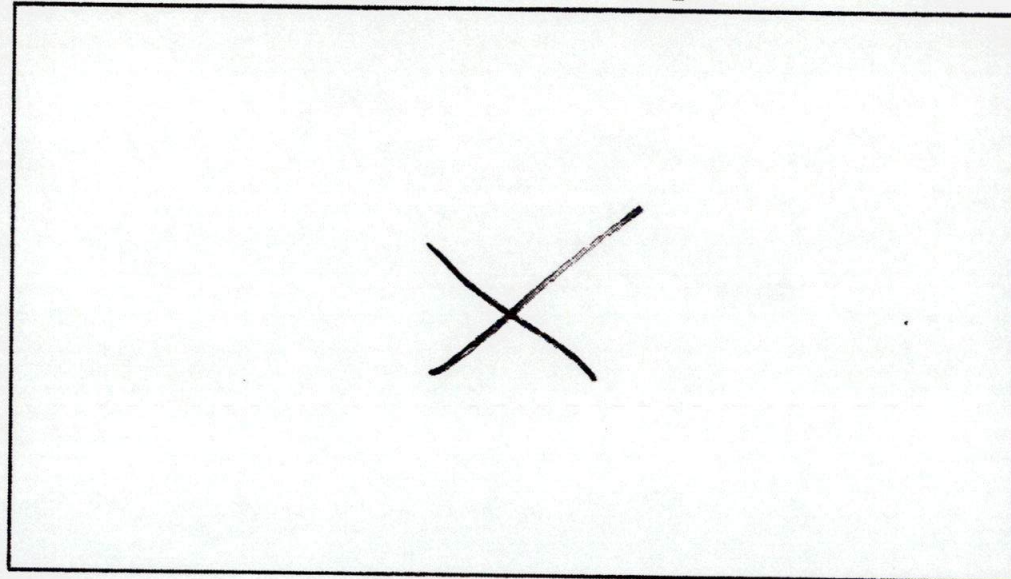
90

Pnl.

A

Bg.

day night



Dialog:

ⓕ HEY ... COME ON, CAKE.

Action:

OCT 30 2015

Timing:

EPISODE # 1034-237

Production :

1034/237

1034/237

1034/237

ADVENTURE TIME



Page 146

Sc. 90 CONT Pnl. B

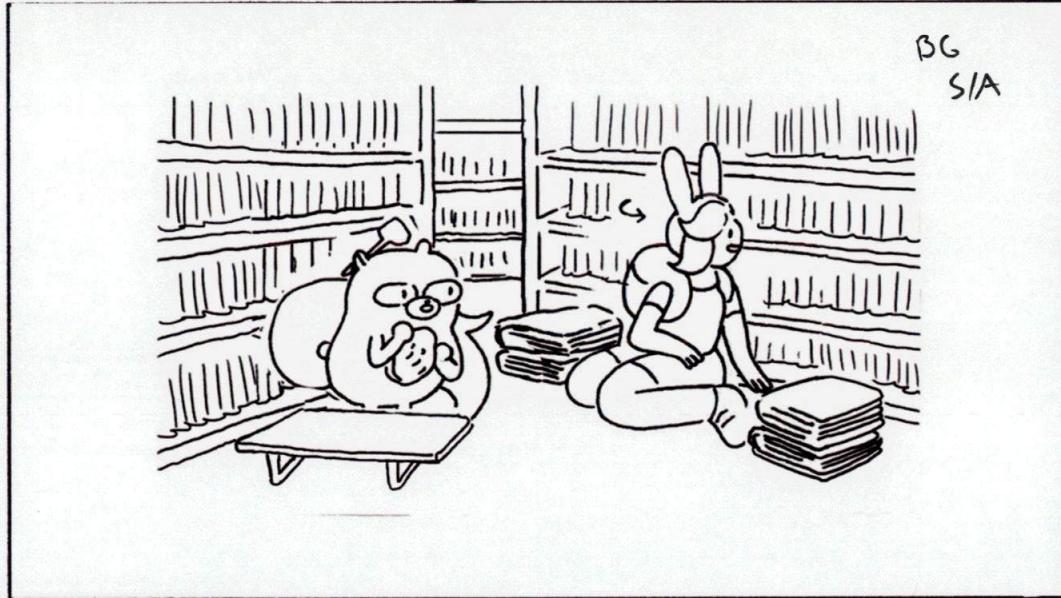
Bg.

day night

Sc. 90 CONT Pnl. C

Bg.

day night



Dialog:

ⓕ WE'VE STILL GOT 10 MINUTES
BEFORE THE LIBRARY
CLOSES --

Action:

OCT 30 2015

Timing:

EPISODE # 1034-237

Production :

1034/237

1034/237

ADVENTURE TIME



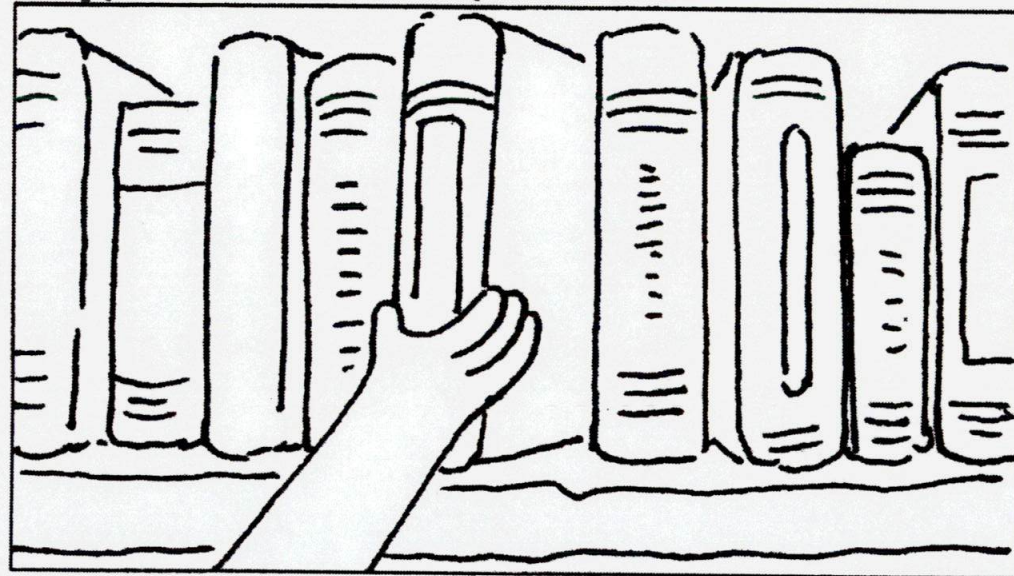
Page 147

Sc. 91

Pnl. A

Bg.

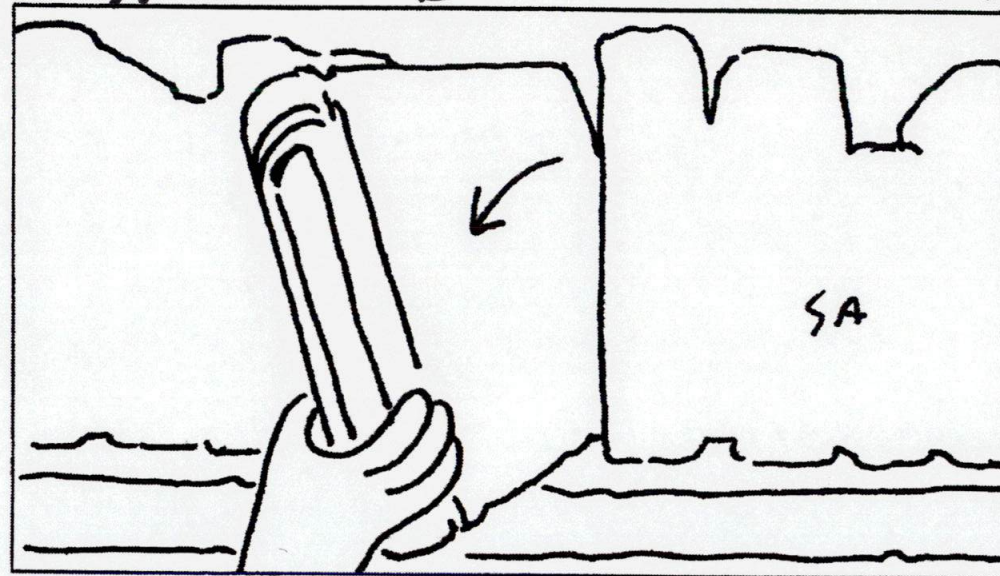
day night



Sc. 91 cont Pnl. B

Bg.

day night



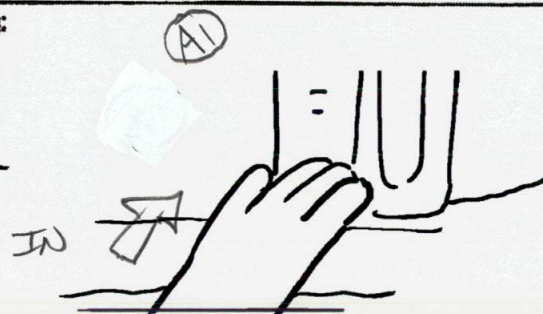
Dialog:

Action:

- F. PULLS BOOK OFF SHELF.

OCT 30 2015

Timing:



EPISODE # 1034-237

Production :

1034/237

1034 237

1034/237

ADVENTURE TIME



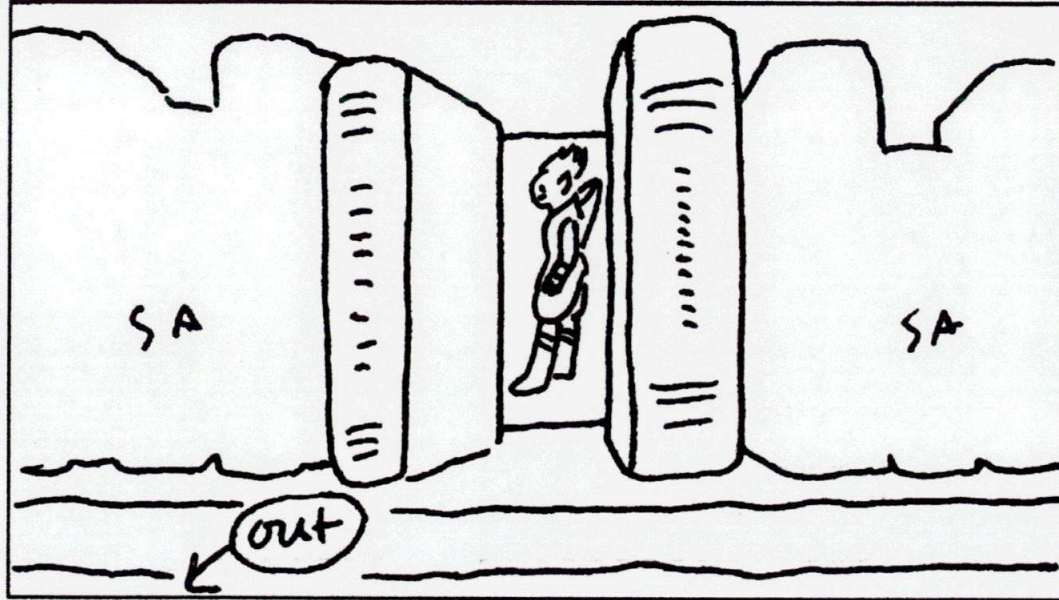
Page 148

Sc. 91 CONT

Pnl. C

Bg.

day night



Sc. 92

Pnl. A

Bg.

day night



Dialog:

Action:

- F. PULLS BOOK AWAY REVEALING
FLAME PRINCE.

OCT 30 2015

Timing:

EPISODE # 1034-237

Production :

1034/237

1034/237

1034/237

ADVENTURE TIME

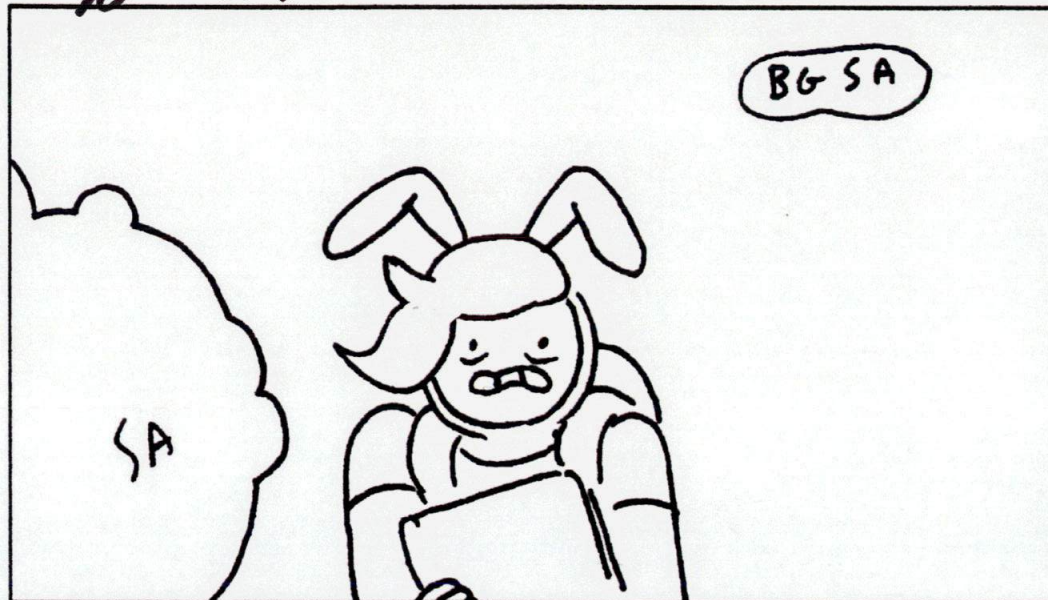


Page 149

Sc. 92 CONT Pnl. B Bg. day night



Sc. 92 CONT Pnl. C Bg. day night



Dialog:

Ⓕ *GASp! *

Ⓕ (WHISPERING)
IT'S FLAME PRINCE!

Action:

OCT 30 2015

Timing:

EPISODE # 1034-237

Production :

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ADVENTURE TIME



Page 150

Sc. 92 CONT Pnl. D

Bg.

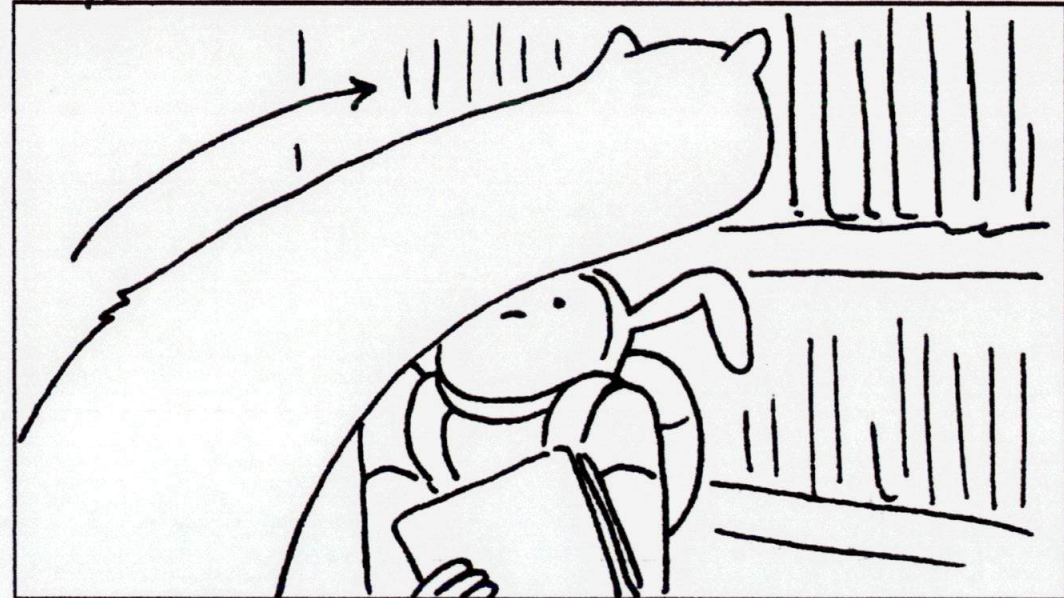
day night



Sc. 92 CONT Pnl. E

Bg.

day night



Dialog:

© WHAT'S THAT FIRE HAZARD

Action:

- CAKE STRETCHES UP.

OCT 30 2015

Timing:

EPISODE # 1034-237

Production :

1034/237

1034/237

1034/237

ADVENTURE TIME



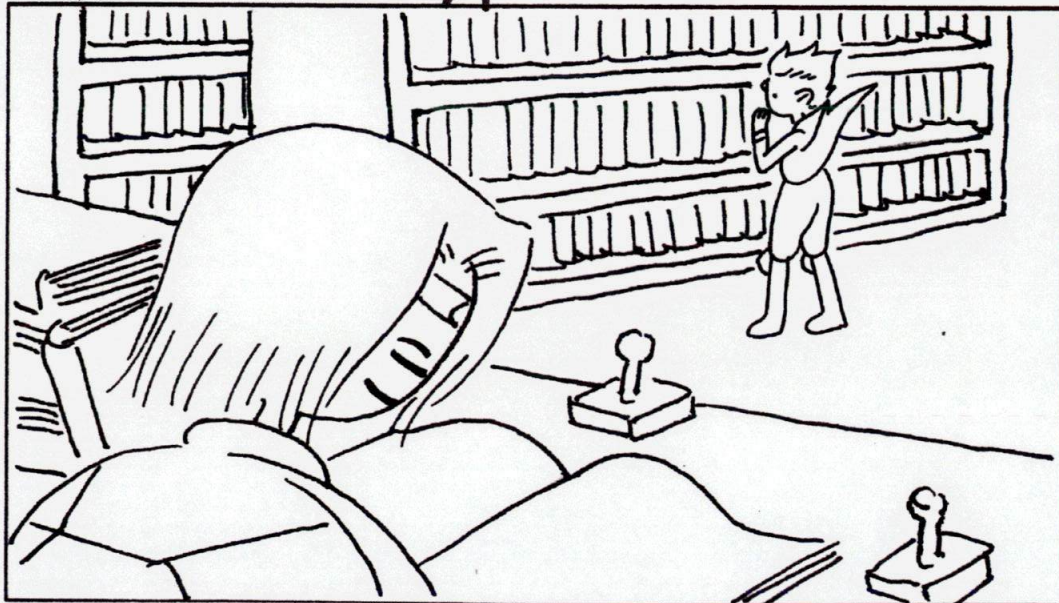
Page 151

Sc. 93

Pnl. A

Bg.

day night

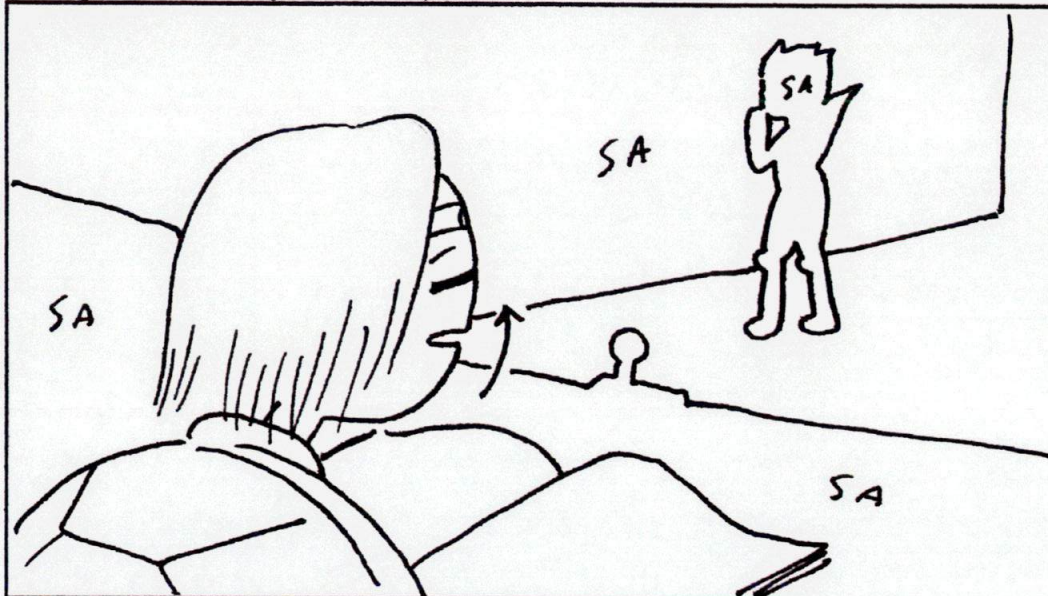


Sc. 93 CONT

Pnl. B

Bg.

day night



Dialog:

CAKE (VO)

Doing in the library

TURTLE PRINCE:

HM?

Action:

- TP LOOKS UP.

OCT 30 2015

Timing:

EPISODE #

1054-237

Production :

1034/237

1034/237

1034/237

ADVENTURE TIME



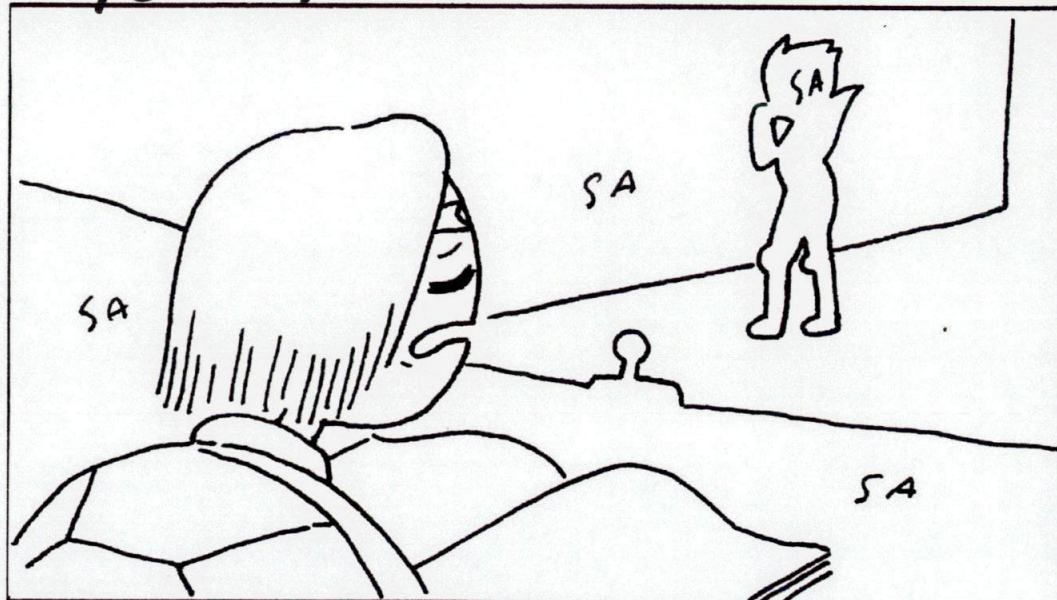
No Sc 94

Page 152

Sc. 93 CONT Pnl. C

Bg.

day night

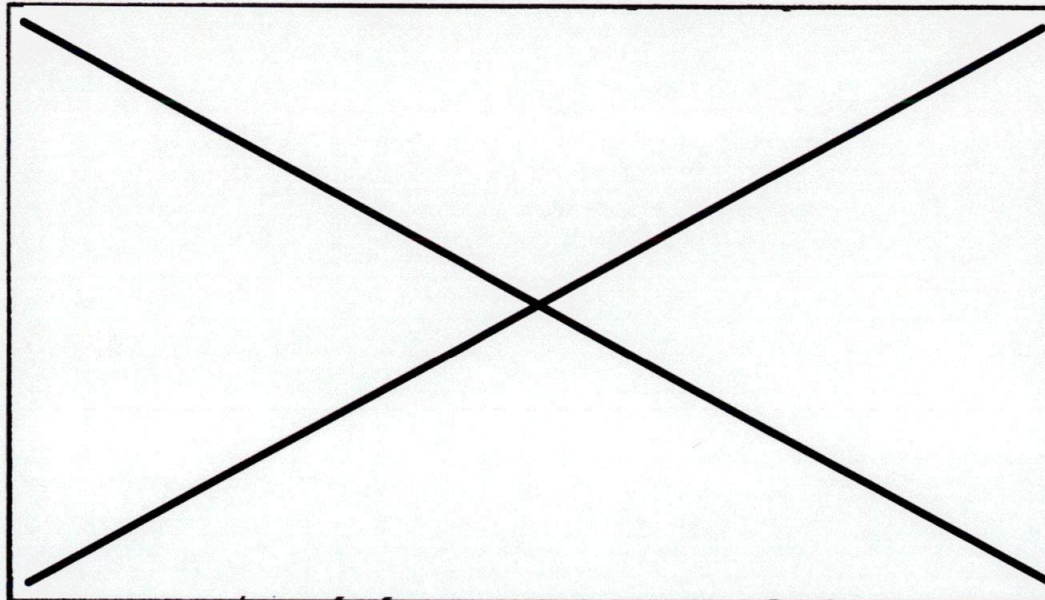


Sc.

Pnl.

Bg.

day night



Dialog:

(TP) (WHISPER)
OH, DH NOOOOOO

Action:

- TP SEES

OCT 30 2015

Timing:

EPISODE # 1034-237

Production :

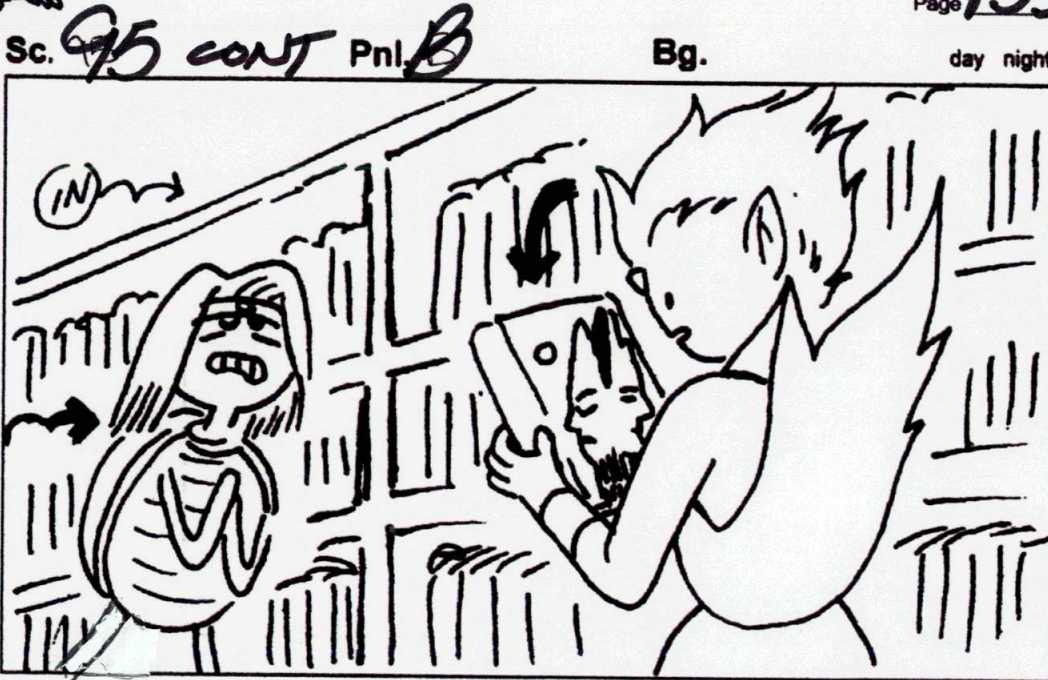
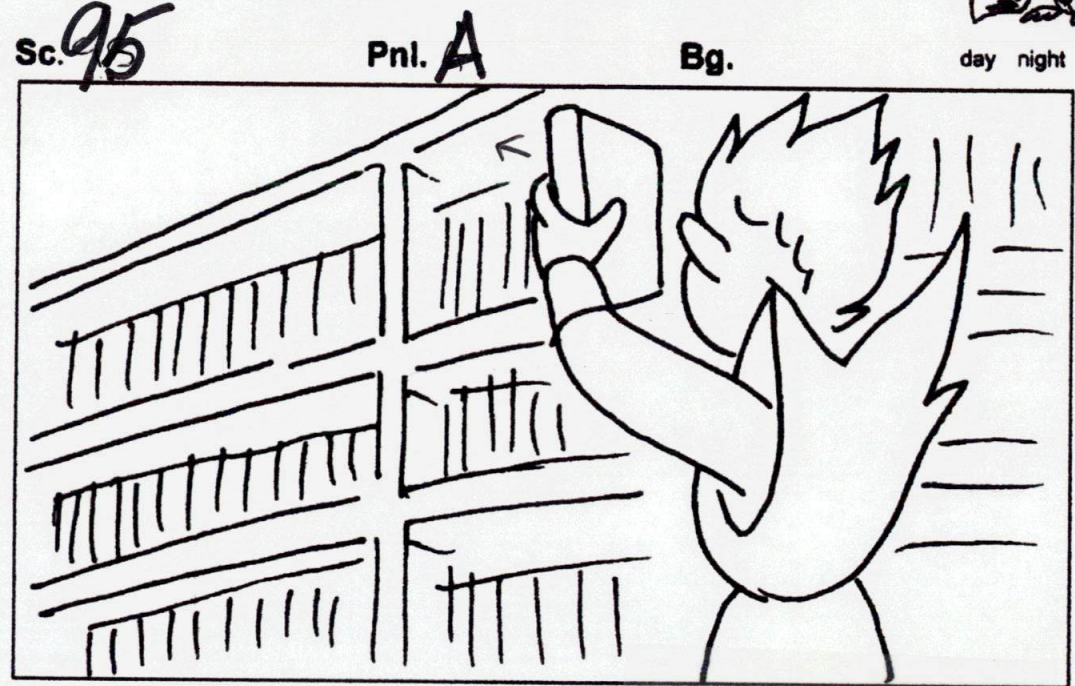
1034/237

1034/237

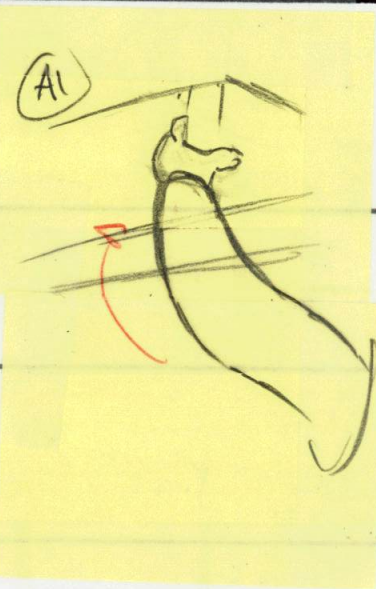
ADVENTURE TIME



Page 153

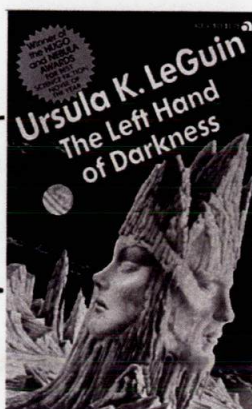


Dialog:	SFX: *SHFF*	
Action:	-FP PULLS BACK OUT	-TP SHUFFLES ON/5.
Timing:		



OCT 30 2014 THE BOOK SHOULD LOOK LIKE THIS COVER →

(IT'S RELEVANT TO THE EPISODE)



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Production :

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ADVENTURE TIME

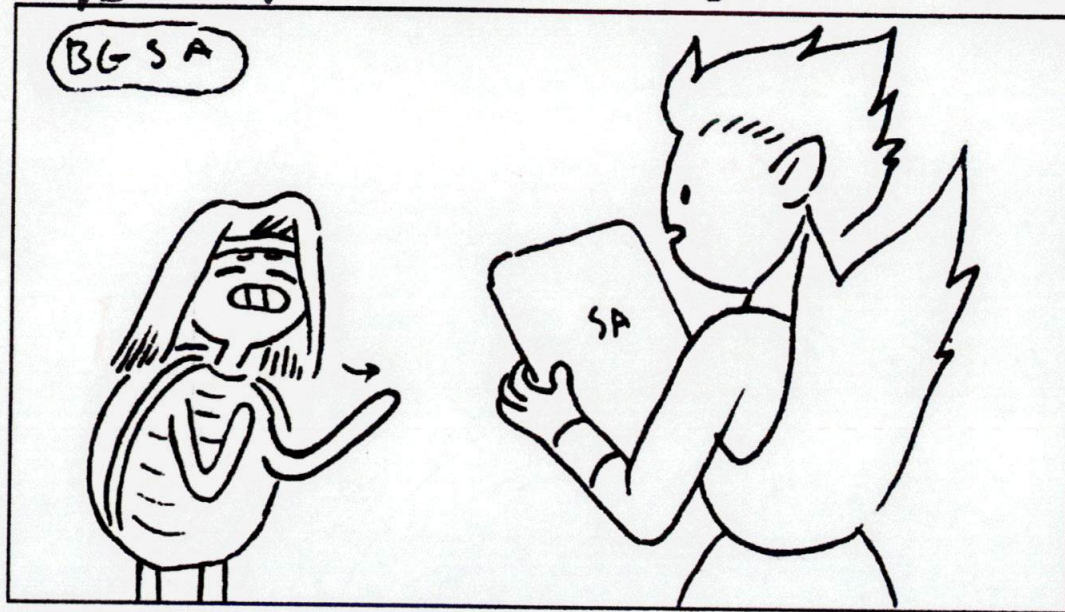


Page **154**

Sc. **95 CONT** Pnl. **C**

Bg.

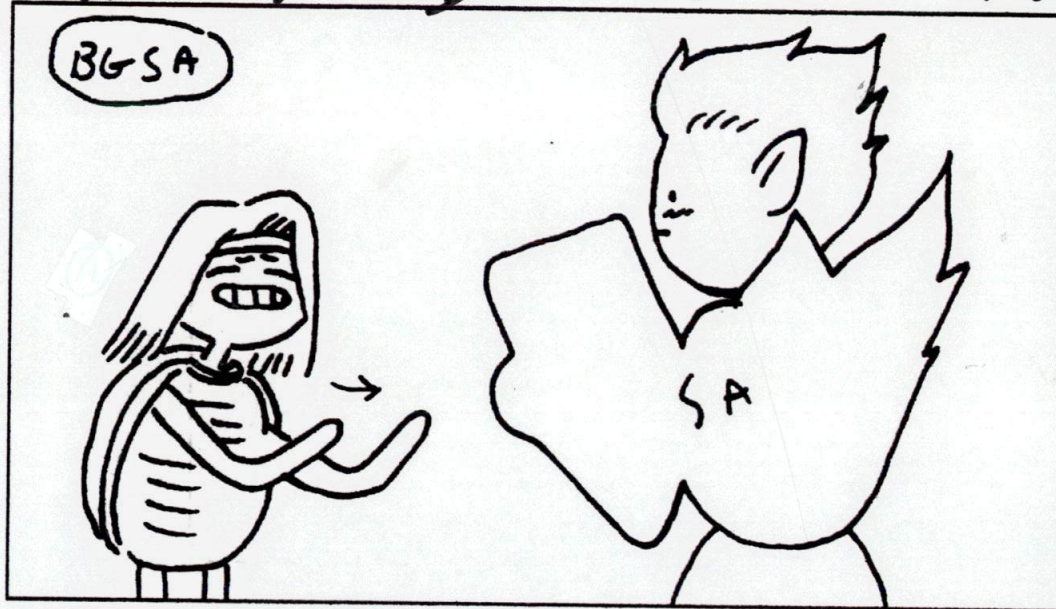
day night



Sc. **95 CONT** Pnl. **D**

Bg.

day night



Dialog:

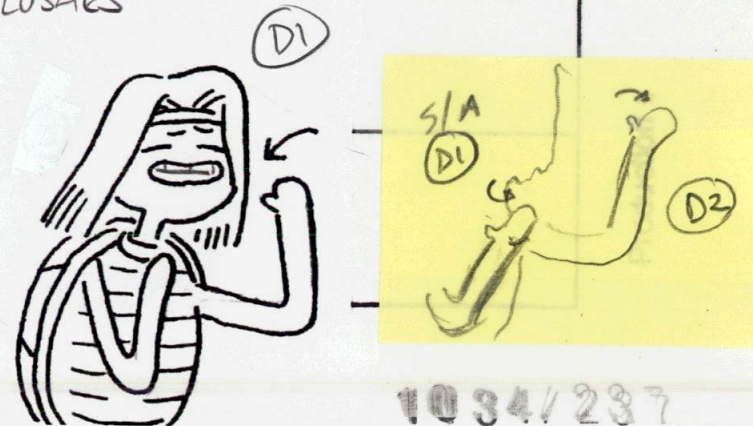
(TP) OH! I LOVE THAT AUTHOR!

Action:

(TP) HAVE YOU READ HER NEWEST BOOK? I COULD FIND IT FOR YOU!

- FP BLUSHES

Timing:



EPISODE # 1034-237

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ADVENTURE TIME



Page **155**

Sc. **96**

Pnl. **A**

Bg.

day night



Sc. **96 CONT**

Pnl. **B**

Bg.

day night



Dialog:

(FP) OH! UH, N-NAH
THAT'S OKAY --

(FP) I'LL JUST START WITH
THIS ONE...

Action:

- FP HOLDS UP BOOK,

OCT 30 2015

Timing:

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1034/237

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ADVENTURE TIME



Page 156
day night 156A NEXT

Sc. 96 cont

Pnl. C

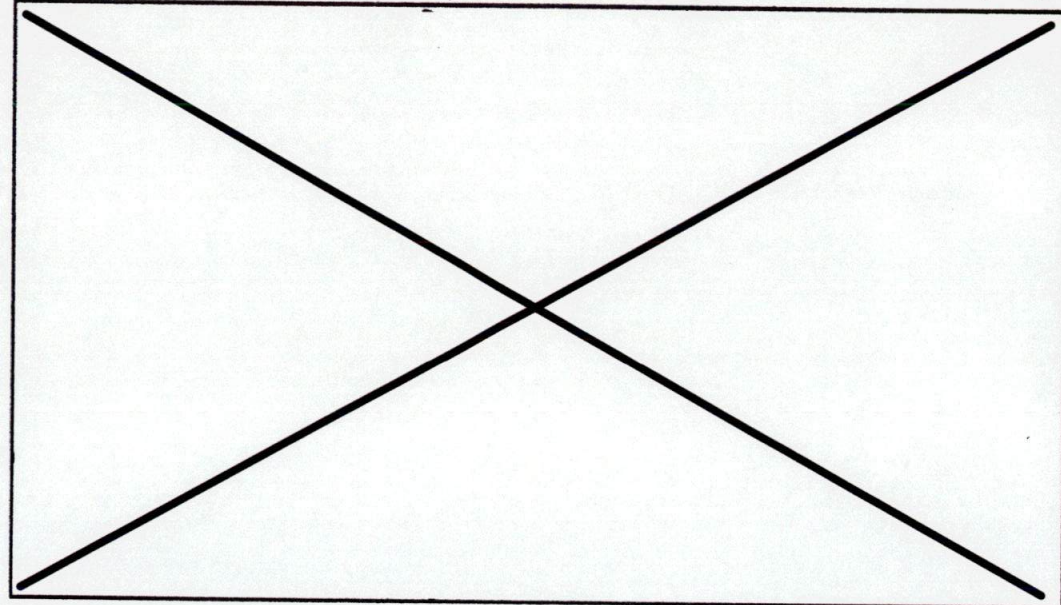
Bg.

day night

Sc.

Pnl.

Bg.



Dialog:

(FP) THANKS THO!

Action:

- FP WAVES AND TURNS AWAY.

Timing:

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1034/237

1034/237

ADVENTURE TIME

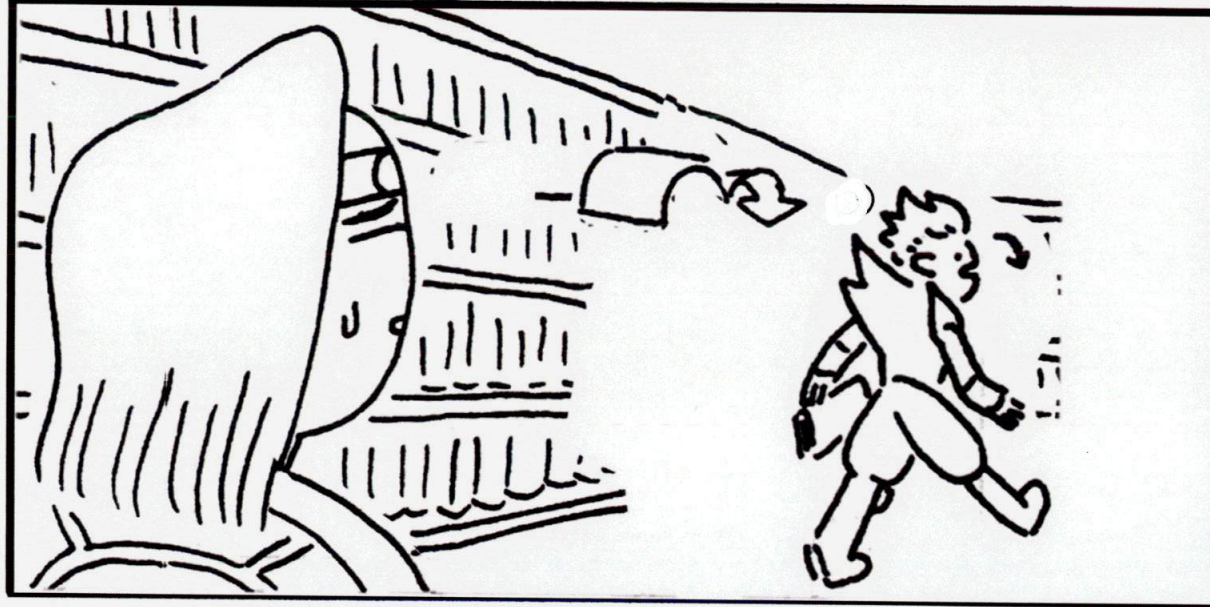


Page **156A**
157NEXT

Sc. **96 CONT** Pnl. **D**

Bg.

day night



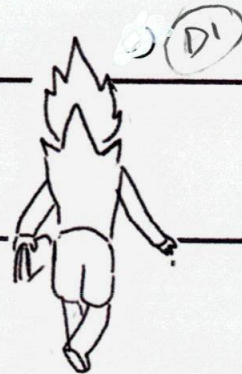
Dialog:

(FP) THANKS THO!

Action:

- FP WAVES AND TURNS AWAY.

Timing:



FP QUICKLY RUNS OFF WHILE
LOOKING AROUND BLINDLY

OCT 30 2015

Production :

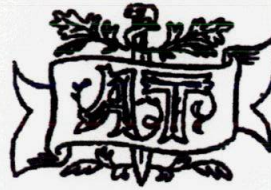
EPISODE # 1034-237

1034/237

1034/237

1034/237

ADVENTURE TIME

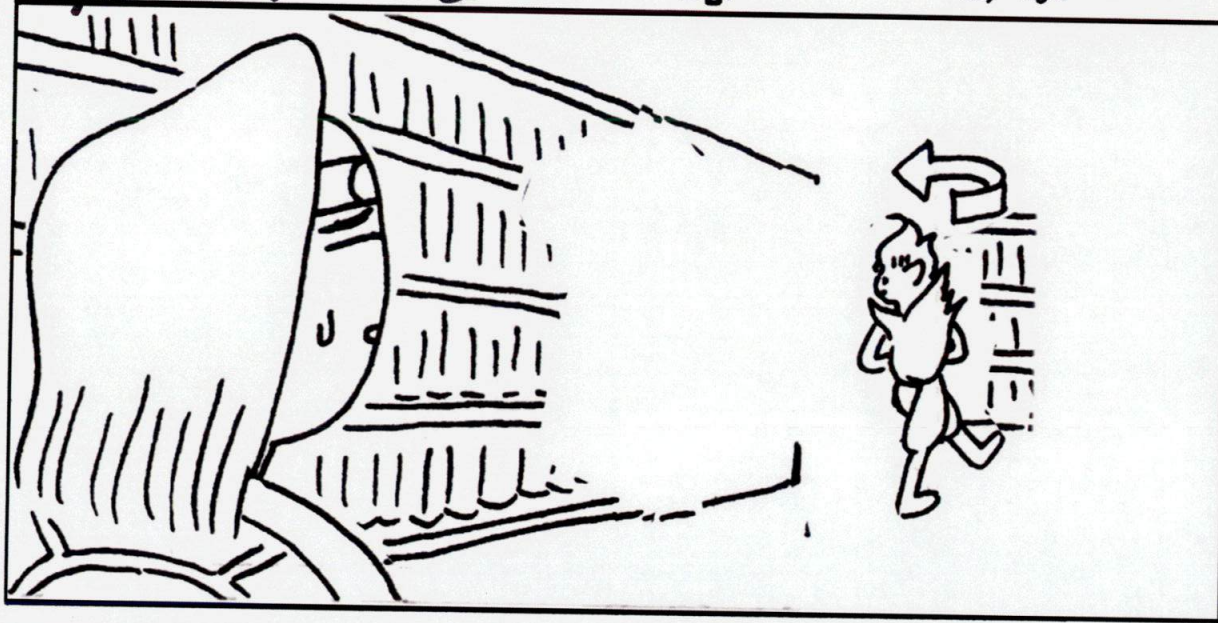


Page 157
107A NEXT

Sc. 96 CONT Pnl. E

Bg.

day night



Dialog:

FP: (A BIT LOST) UHH ...

Action:

- FP TURNS TOO SOON AND --

Timing:

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Production :

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ADVENTURE TIME



Page **157A**
day **158 NEXT**

Sc. Pnl. Bg. day night

Sc. **96 cont** Pnl. **F** Bg.

Dialog:

SFX: *SLAM! +

Action:

- FP SLAMS INTO BOOKSHELF

Timing:

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1034/237

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ADVENTURE TIME



NO SC 97

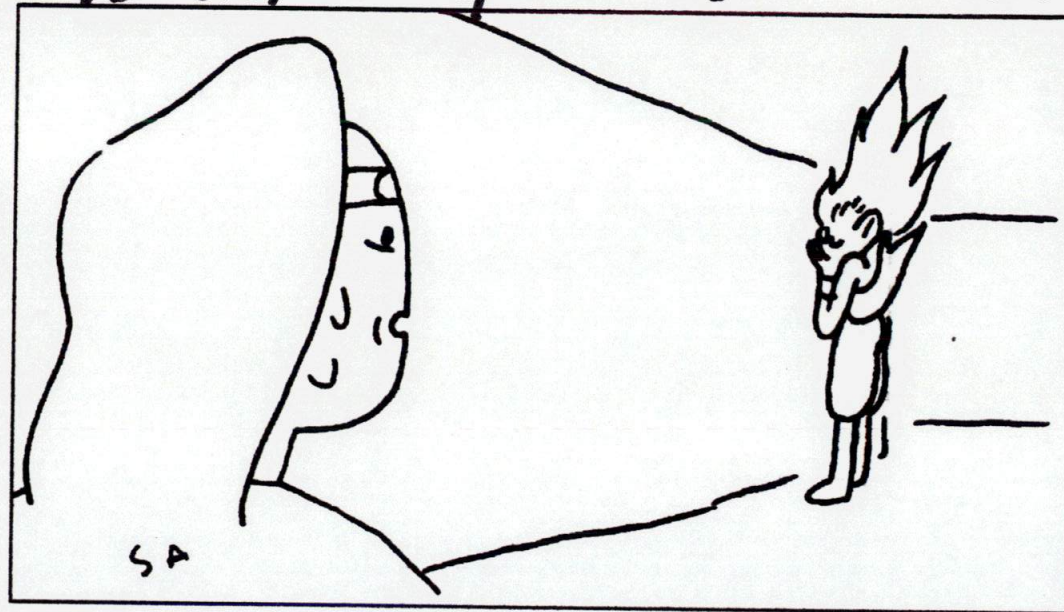
Page **158**

Sc. **96 CONT**

Pnl. **G**

Bg.

day night

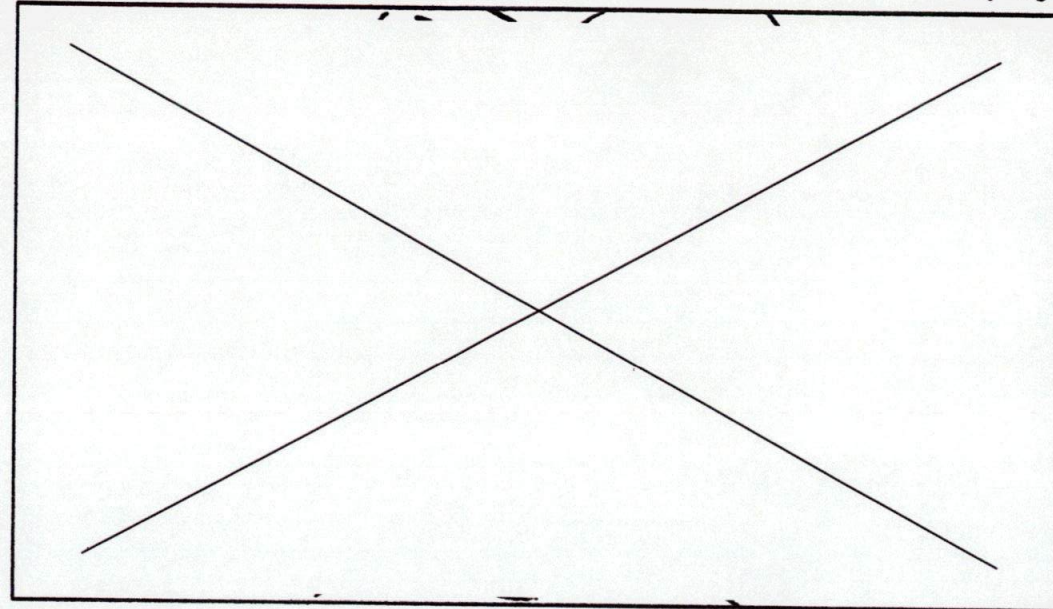


Sc.

Pnl.

Bg.

day night



Dialog:

SFX! * FWOOSH *

Action:

- F.P. FLARES UP

- FP RUBS NOSE.

OCT 30 2015

Timing:

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Production :

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1034/237

ADVENTURE TIME



Page **159**

Sc. **98**

Pnl. **A**

Bg.

day night



Sc. **98 CONT** Pnl. **B**

Bg.

day night



Dialog:

(FP) [GASP]

FP:

Sorry about that

Action:

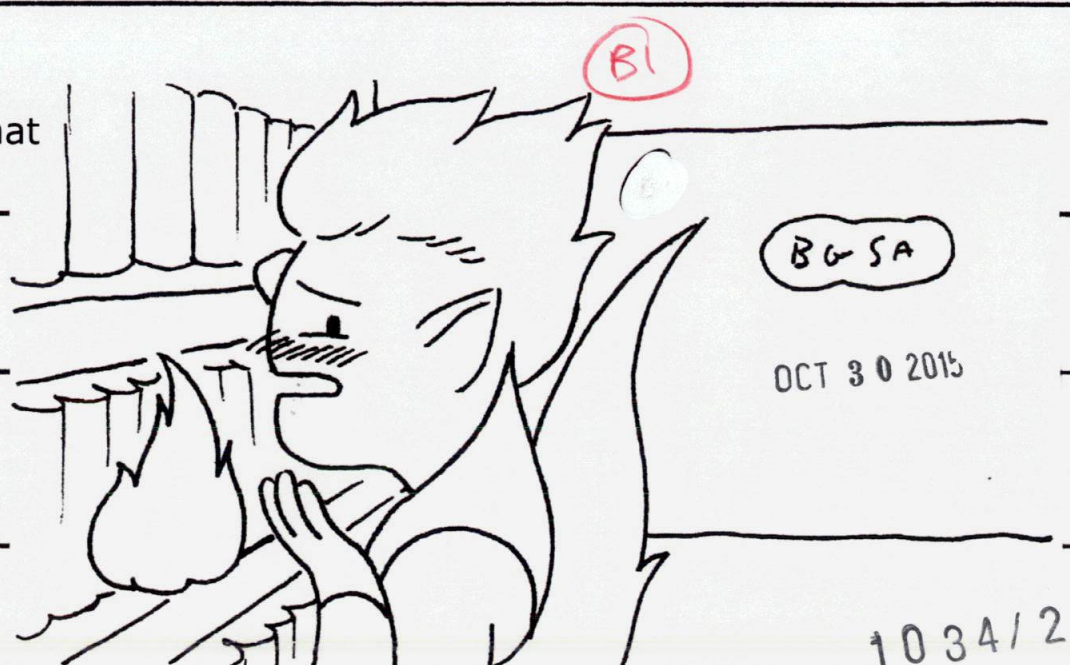


- FP SEES SHELF

Timing:

grows slowly
(AI)

ON FIRE, LOOKS
TOWARDS T.P.



EPISODE # 1034-237

Production :

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1034/237

1034/237

ADVENTURE TIME



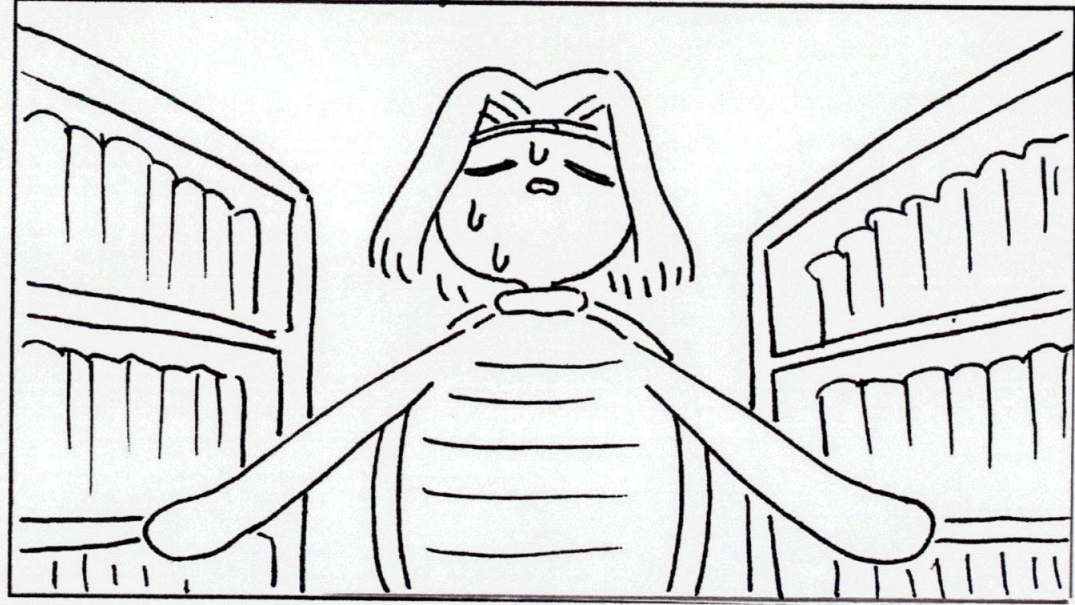
Page 160
day night

Sc. 99

Pnl. A

Bg.

day night



Sc. 99 CONT

Pnl. B

Bg.

day night



Dialog:	(TP) U-UH-YUH- L...L...W...
Action:	- TP GRABS HEAD
Timing:	OCT 30 2015

EPISODE # 1034-237
Production :

1034/237

1034/237

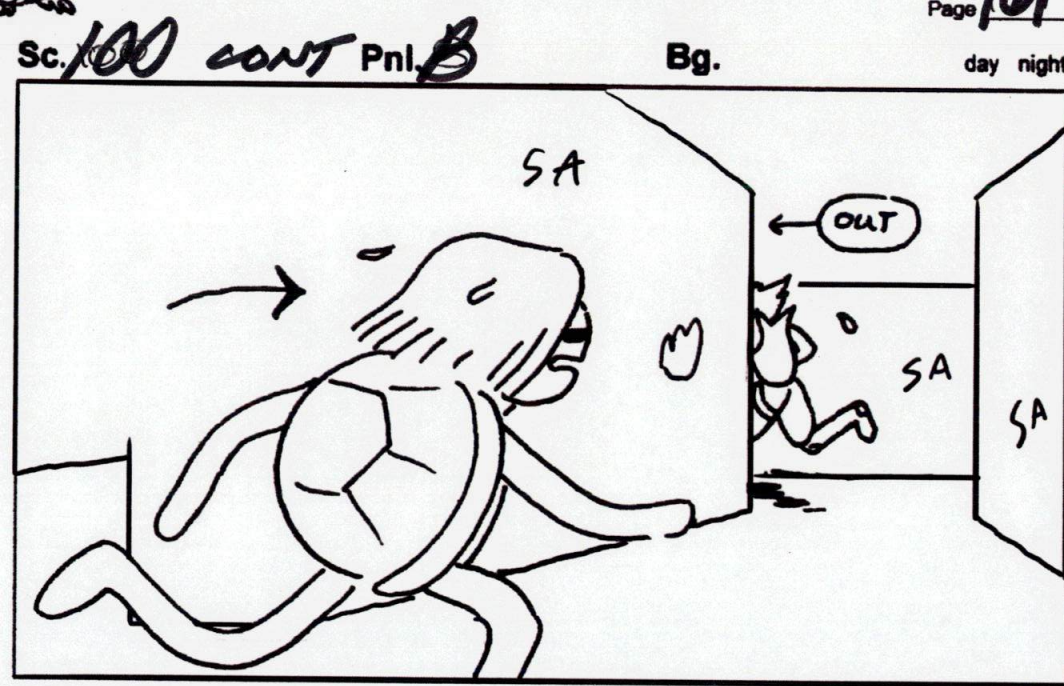
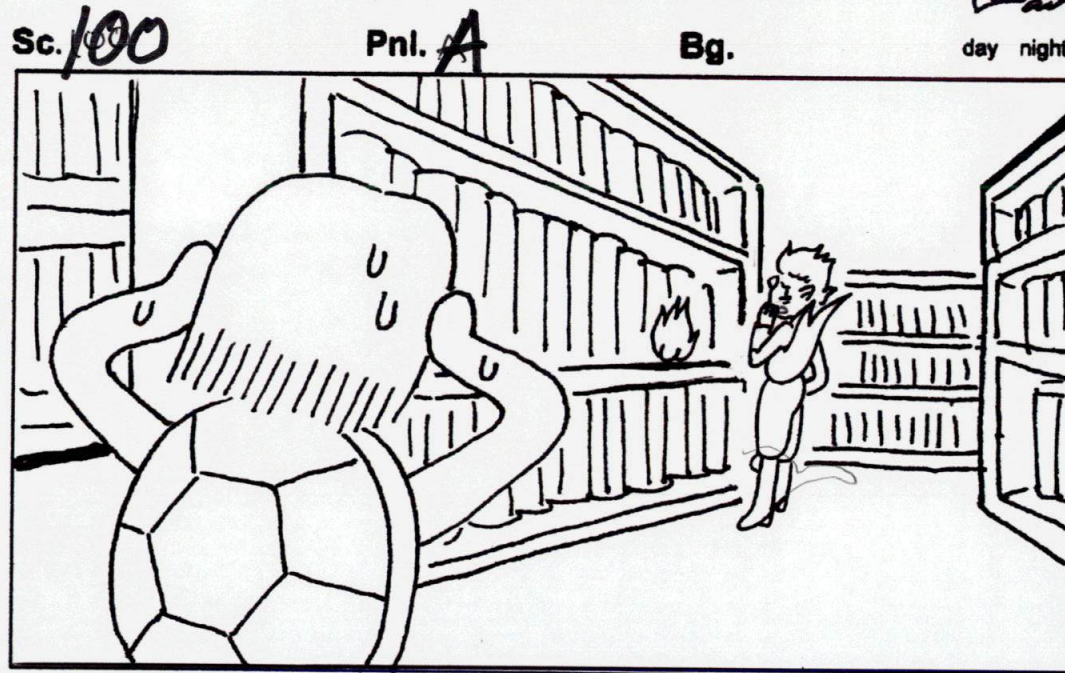
1034/237

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ADVENTURE TIME



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day night



Dialog:

FP (NERVOUSLY LAUGHS)
HEH HEH HEH

TP: (QUIET)
NONONO

Action:

TP (V) wuh wuh wuh wuh

- FP RUNS AWAY, EMBARRASSED.

OCT 30 2015

Timing:

EPISODE # 1034-237

Production :

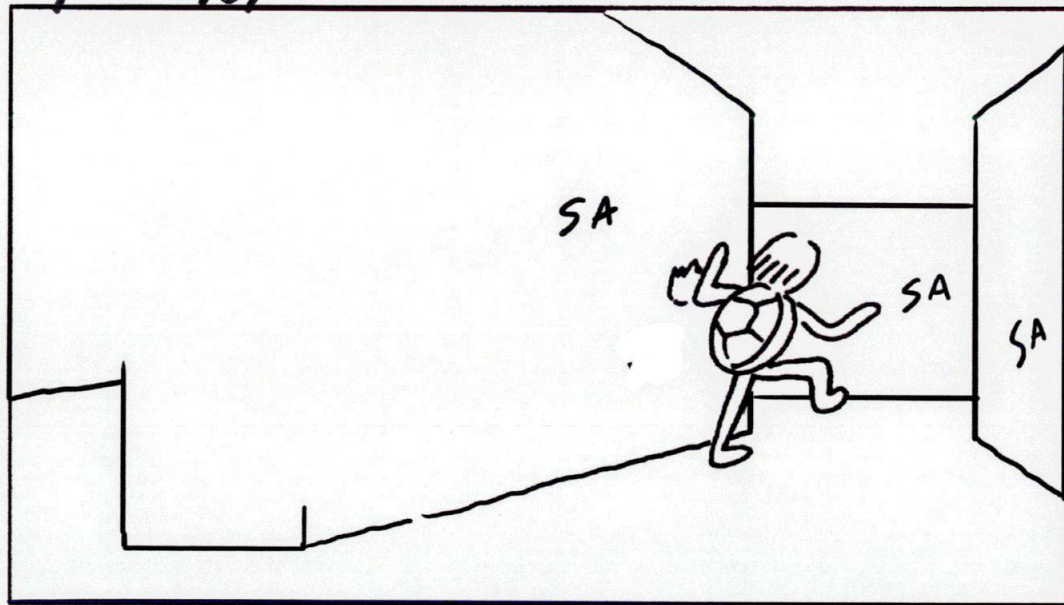
1034/237

ADVENTURE TIME

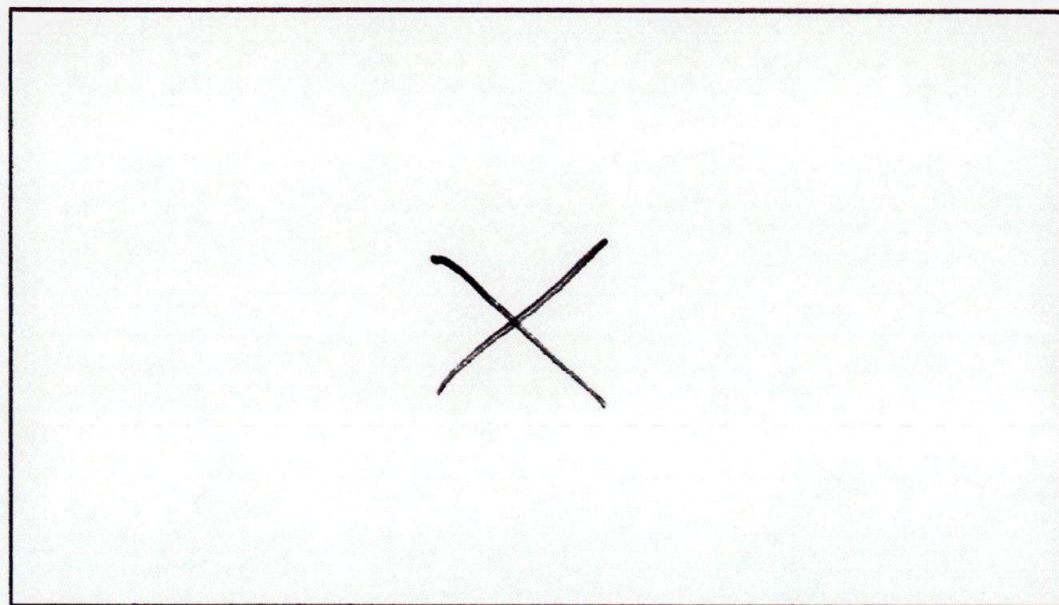


Page 162

Sc. 100cont Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Dialog:

(TP) HOT! HOT HOT!

SFX: *PAT - PAT - PAT *

Action:

- TP PATS OUT FIRE

A, B x2

FIRE GOES OUT



OCT 30 2015

Timing:

EPISODE # 1034-237

Production :

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ADVENTURE TIME

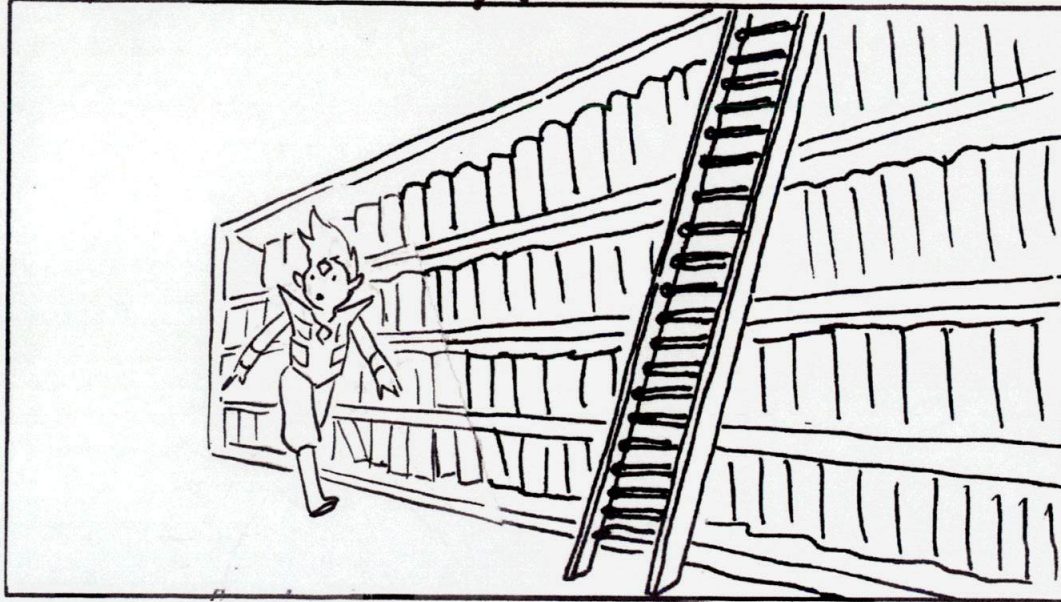


Sc. 101

Pnl. A

Bg.

day night



Sc. 101 cont Pnl. B

Bg.



Page 163
163A NEXT
day night

Dialog:

SFX: FOOTSTEPS

SFX:

* THMP *

Action:

- FP LOOKS LAST

- FP BUMPS INTO ANOTHER
SHELF.

OCT 30 2015

Timing:

1034-237
EPISODE #

Production :

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1034/237

1034/237

ADVENTURE TIME



Sc. 10/cont Pnl. C

Bg.

day night



Sc. 10/cont Pnl. D

Bg.

Page 163A
164 NEXT
day night



Dialog:

SFX: * Fwoosh!

FP: Wow! I am not

Action:

- FP'S HEAD FLARES UP.

- SHELF IS ON FIRE, FLOOR CATCHES ON FIRE.

OCT 30 2015

Timing:

1034-237

EPISODE #

1034/237

Production :

1034/237

ADVENTURE TIME



Page 164

Sc. 10/CONT

Pnl. E

Bg.

day night

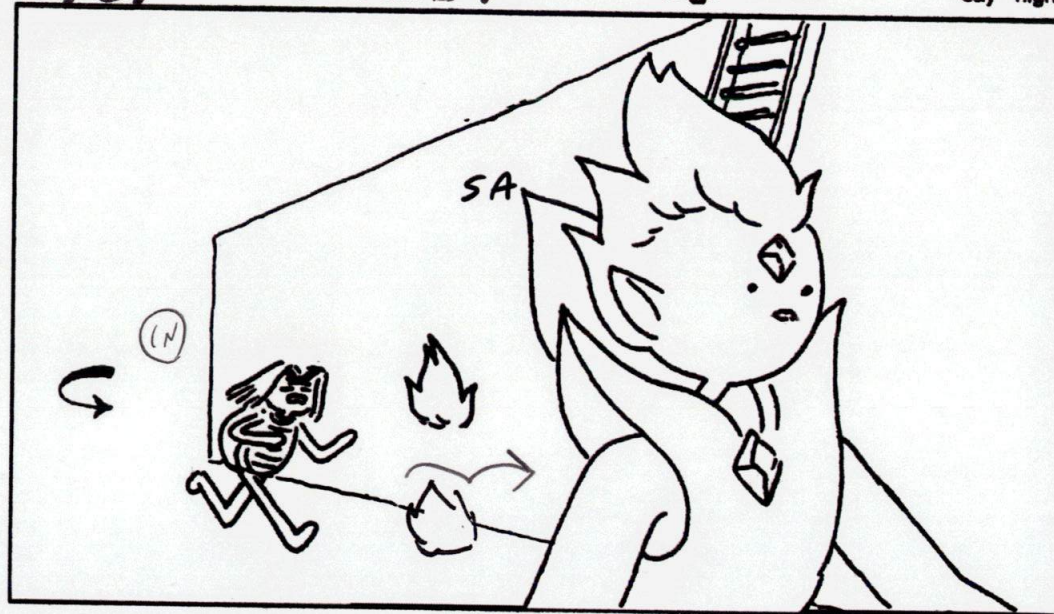


Sc. 10/CONT

Pnl. F

Bg.

day night



Dialog:

FP: graceful today

Ⓟ N-NDT THE FIRST EDITIONS!

Action:

- FP HUSTLES AWAY FROM BOOKSHELF.

- TP ROUNDS CORNER

OCT 30 2015

Timing:

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EPISODE #

1034/237

Production :

1034/237

ADVENTURE TIME



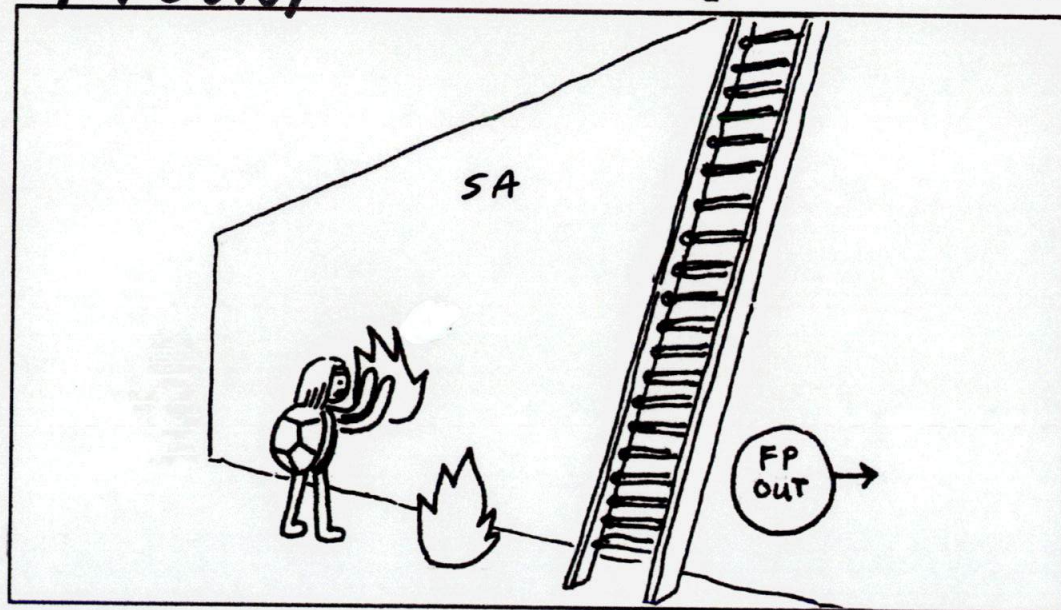
Page **165**

Sc. **101 CONT**

Pnl. **G**

Bg.

day night

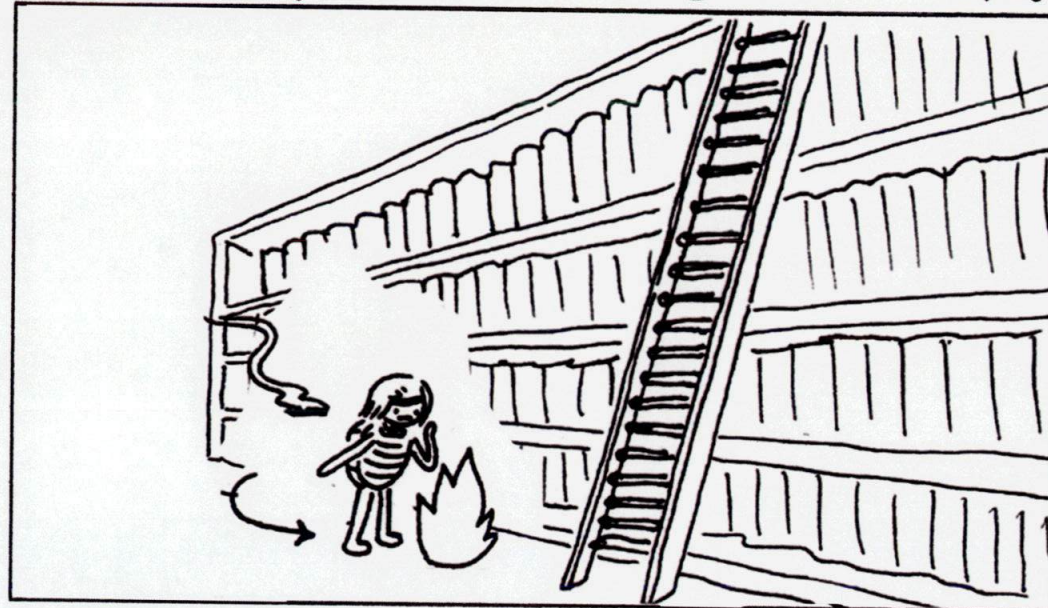


Sc. **101 CONT**

Pnl. **H**

Bg.

day night



Dialog:

(TP) OW OWIE

SFX: ♪ PAT PAT ♪

Action:

- TP PATS BOOKSHELF FIRE OUT.

Timing:



(TP) UUUU HI.

- TP LOOKS AT FIRE ON FLOOR.

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EPISODE # 1034-237

Production :

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ADVENTURE TIME



Sc. 10/ cont

Pnl. I

Bg.

day night

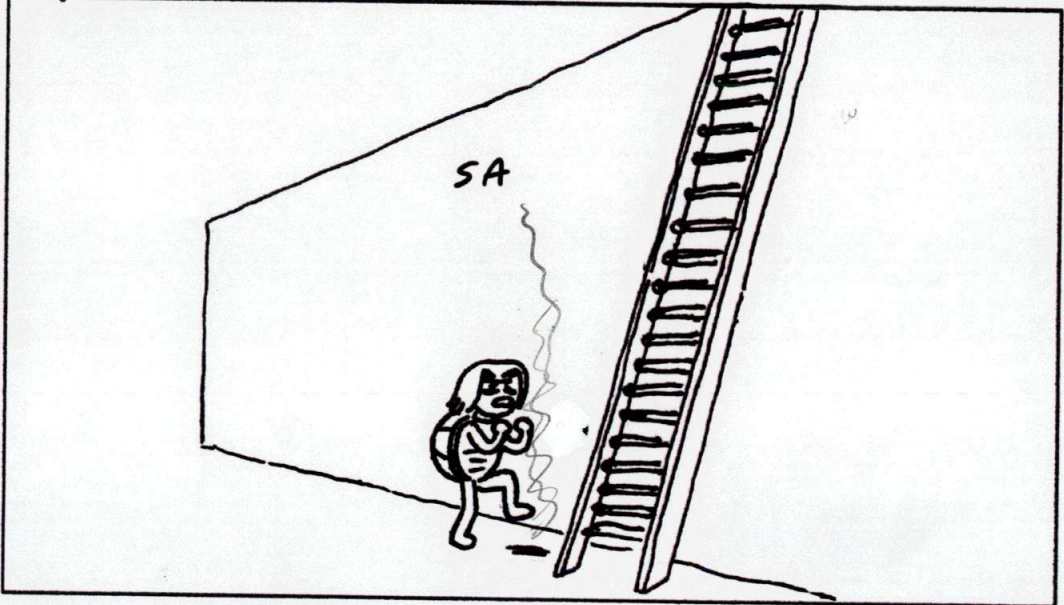


Sc. 10/ cont

Pnl. J

Bg.

day night



Dialog:

(TP) OW

Action:

- TP STAMPS OUT FIRE

Timing:



(TP) OW OW

RUNNING IN PLACE



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EPISODE #

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Production :

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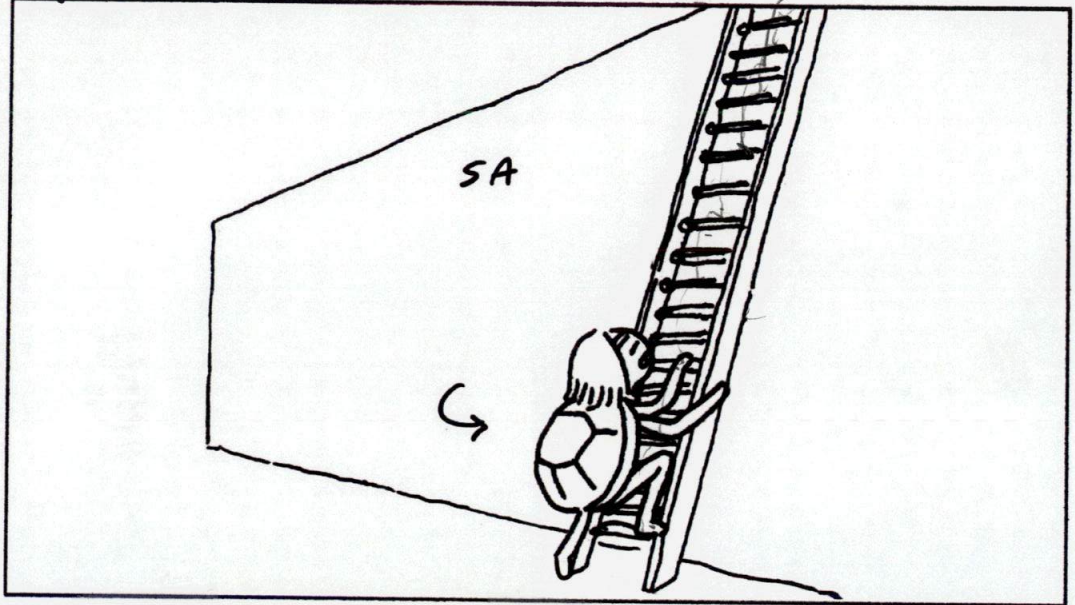
1034/237

ADVENTURE TIME

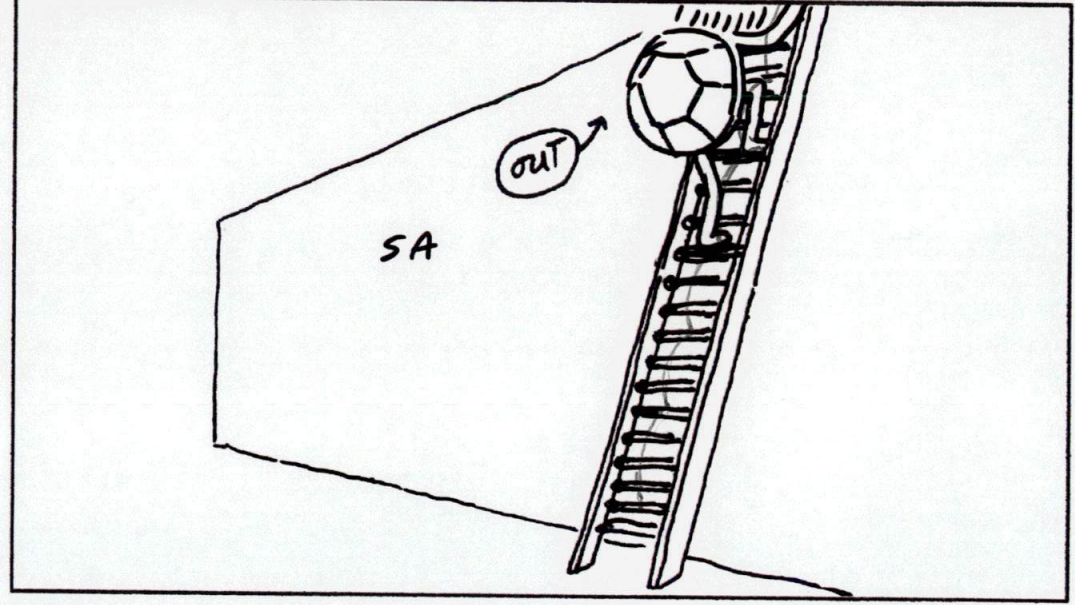


Page **167**

Sc. **101 cont** Pnl. **K** Bg. day night



Sc. **101 cont** Pnl. **L** Bg. day night



Dialog:	
Action:	
Timing:	

- TP CLIMBS LADDER OFF/S.

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ADVENTURE TIME



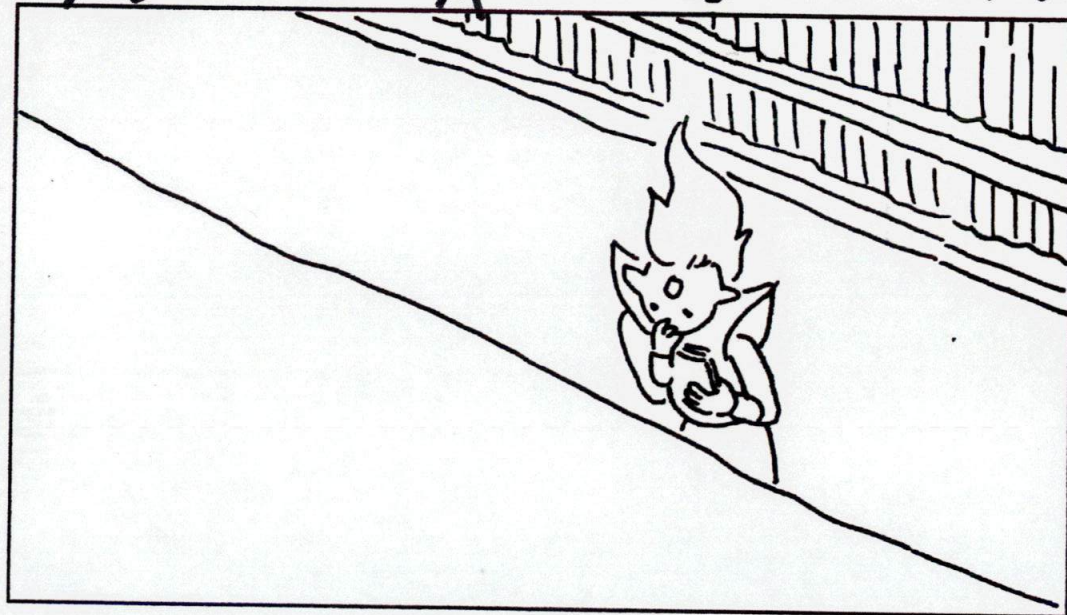
Page 168

Sc. 102

Pnl. A

Bg.

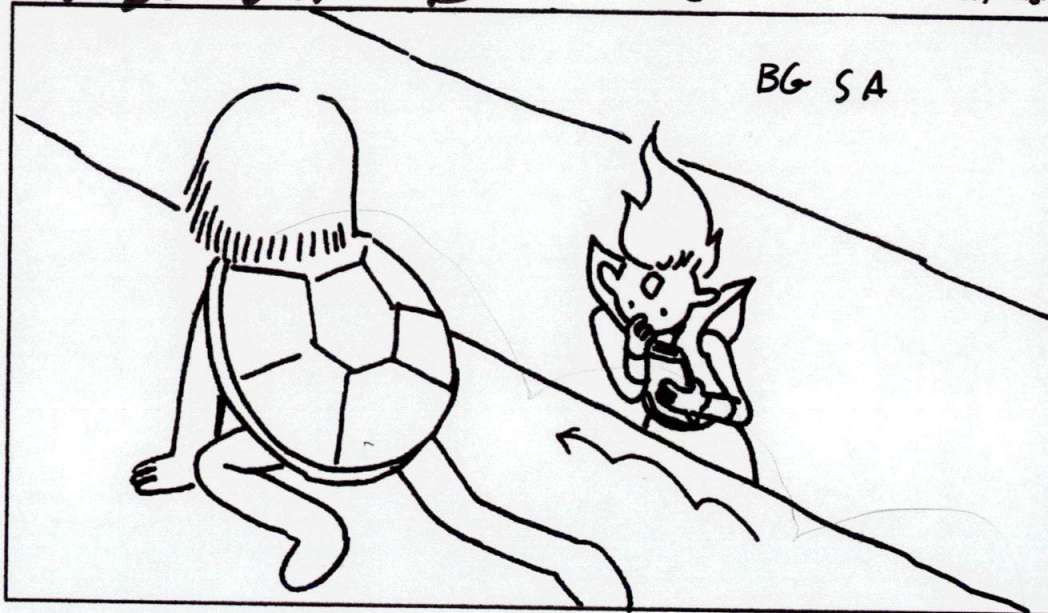
day night



Sc. 102 CONT Pnl. B

Bg.

day night



Dialog:

Sfx: * SHFF - SHFF *

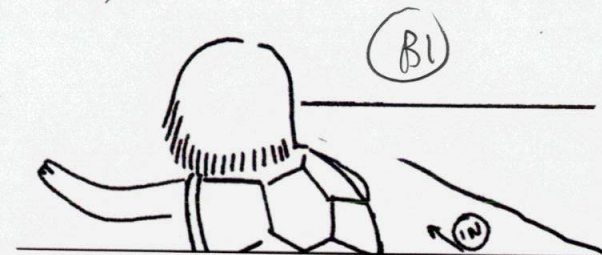
OCT 30 2015

Action:

-FP LOOKS AT BOOK

-TP CRAWLS ON/S

Timing:



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Production :

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1034/237

1034/237

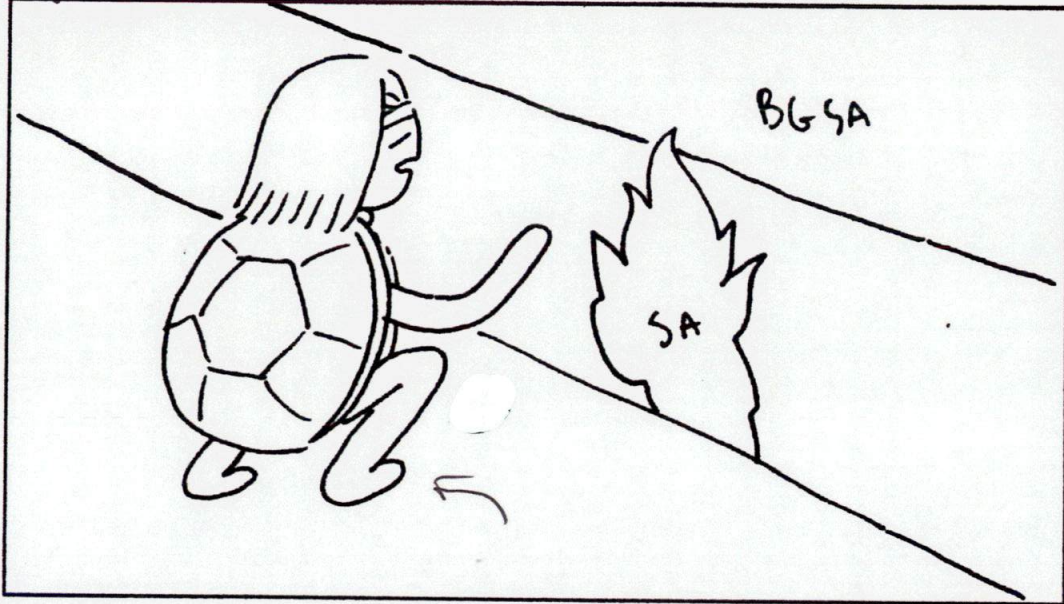
ADVENTURE TIME



Sc. 102 CONT Pnl. C

Bg.

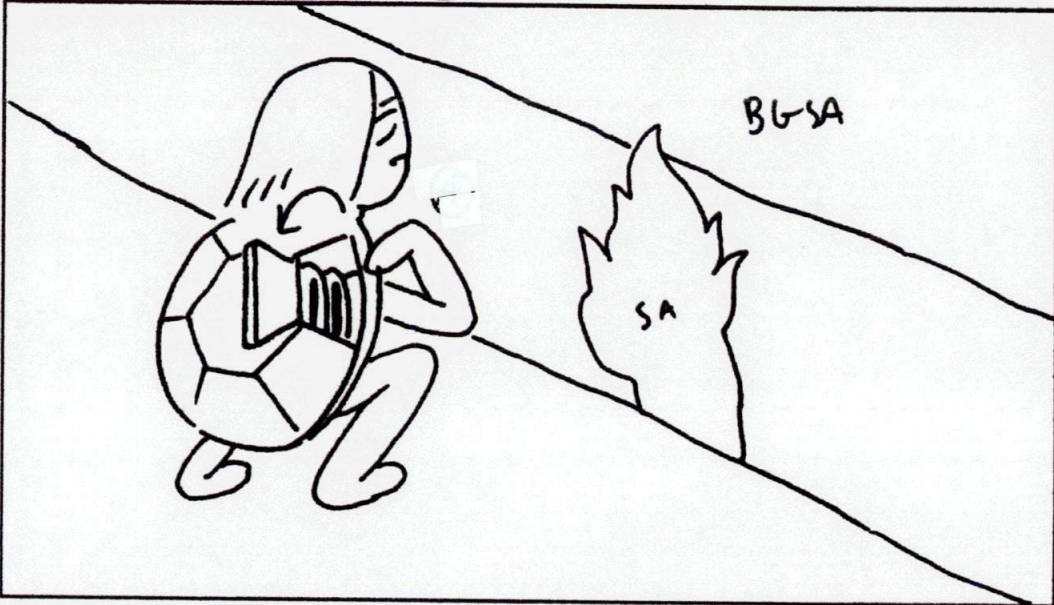
day night



Sc. 102 CONT Pnl. D

Bg.

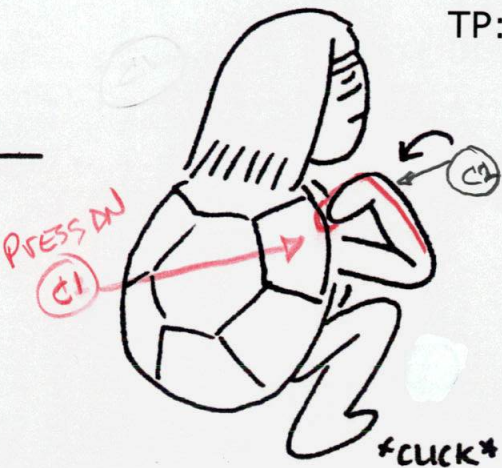
day night



Dialog:

Action:

Timing:



TP: Easy

- TP REACHES INTO SHELL COMPARTMENT.



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Production :

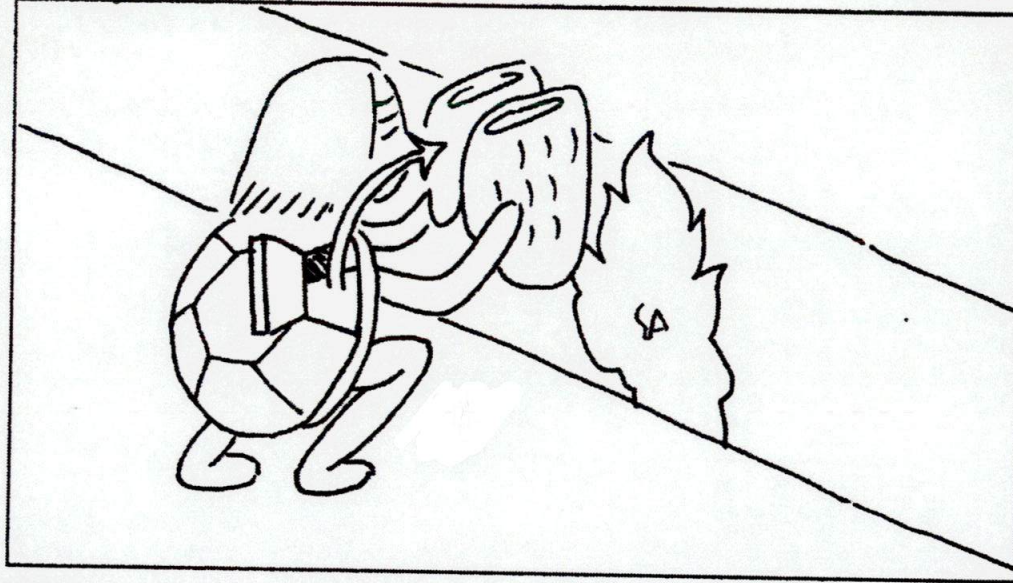
ADVENTURE TIME



Sc. 102 CONT Pnl. E

Bg.

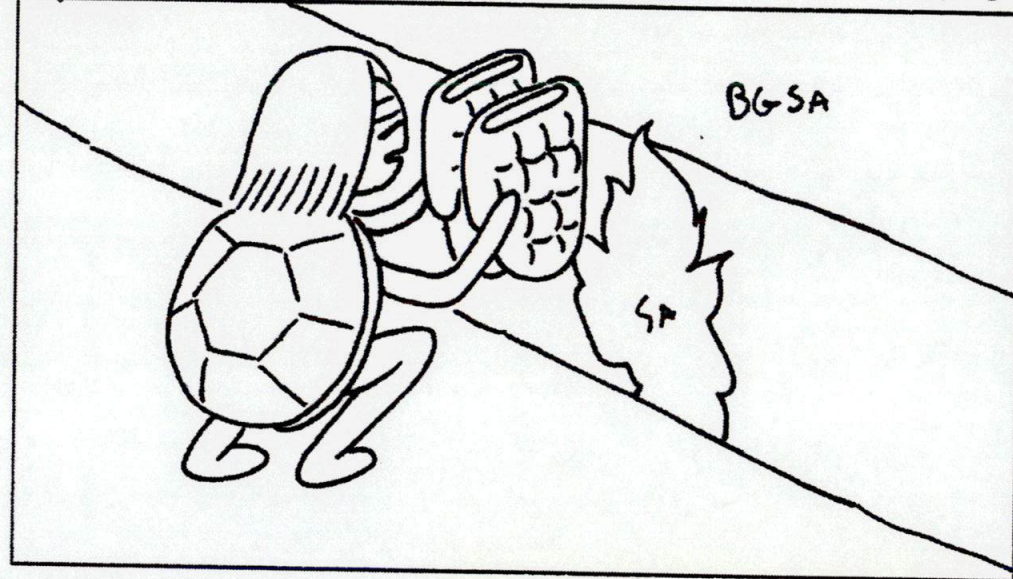
day night



Sc. 102 CONT Pnl. F

Bg.

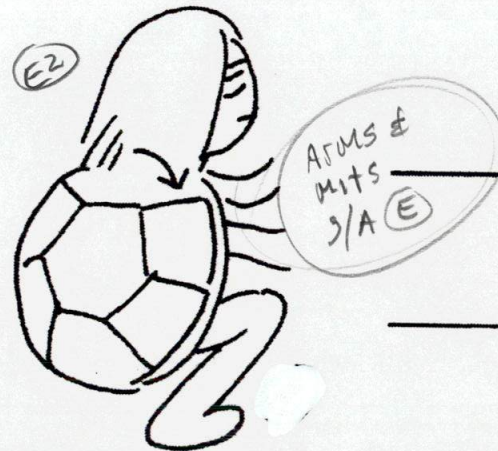
Page 170
day night



Dialog:

Action: -TP PULLS OUT OVEN MITTS.
-A, B, C
LIL' DOOR
CLOSES

Timing:



OCT 30 2015



EPISODE # 1034-237

Production :

ADVENTURE TIME

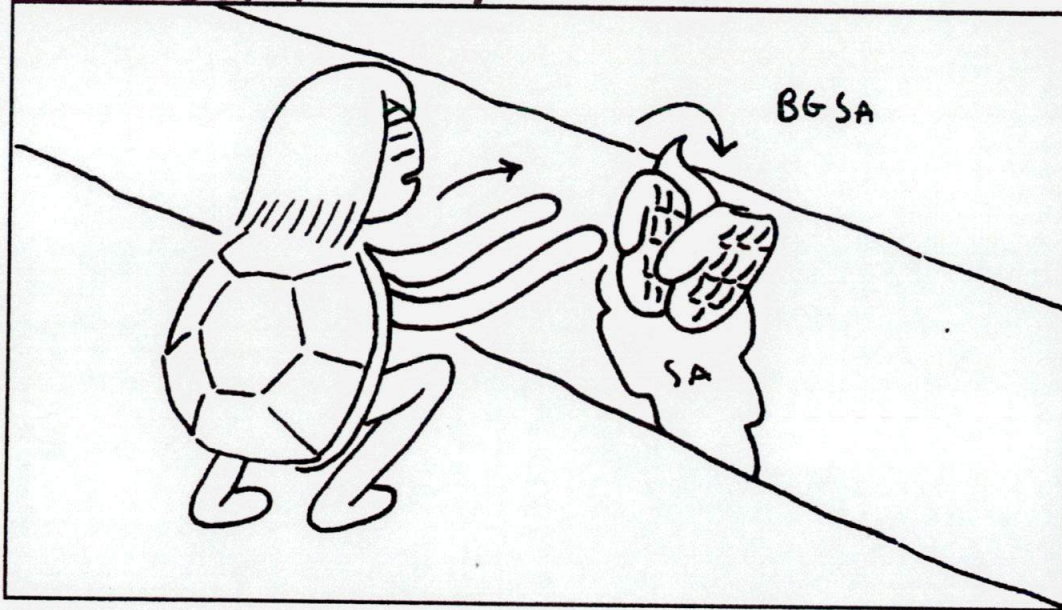


Page 171
day night

Sc. 102 CONT Pnl. G

Bg.

day night



Sc. 103

Pnl. A

Bg.

day night



Dialog:

TP: UH!

Action:

- TP TOSSES GIVEN MITTS.

Timing:

OCT 30 2015

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Production :

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1034/237

ADVENTURE TIME

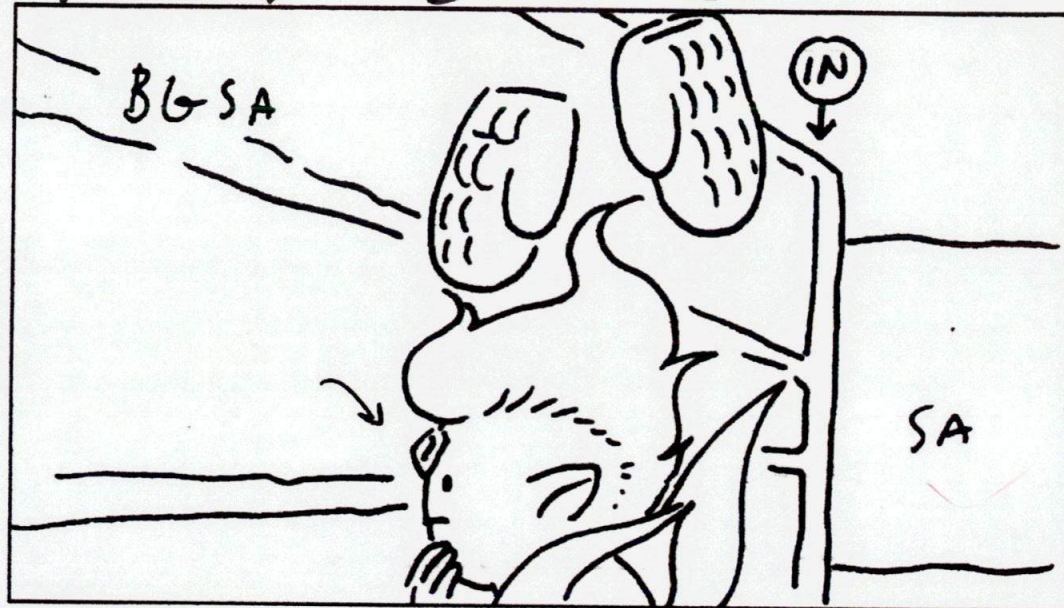


Page 172
day night

Sc. 103 CONT Pnl. B

Bg.

day night



Sc. 103 CONT Pnl. C

Bg.

day night



Dialog:

SFX: *FWOOOMP*

Action:

- MITTS FALL ON/S.

- MITTS BURN UP

OCT 30 2015

Timing:

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Production :

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ADVENTURE TIME



Sc. 103 CONT Pnl. D

Bg.

day night



Sc. 104

Pnl. A

Bg.

day night



Dialog:

TP ddduuuhhhh

Action:

Timing:

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ADVENTURE TIME



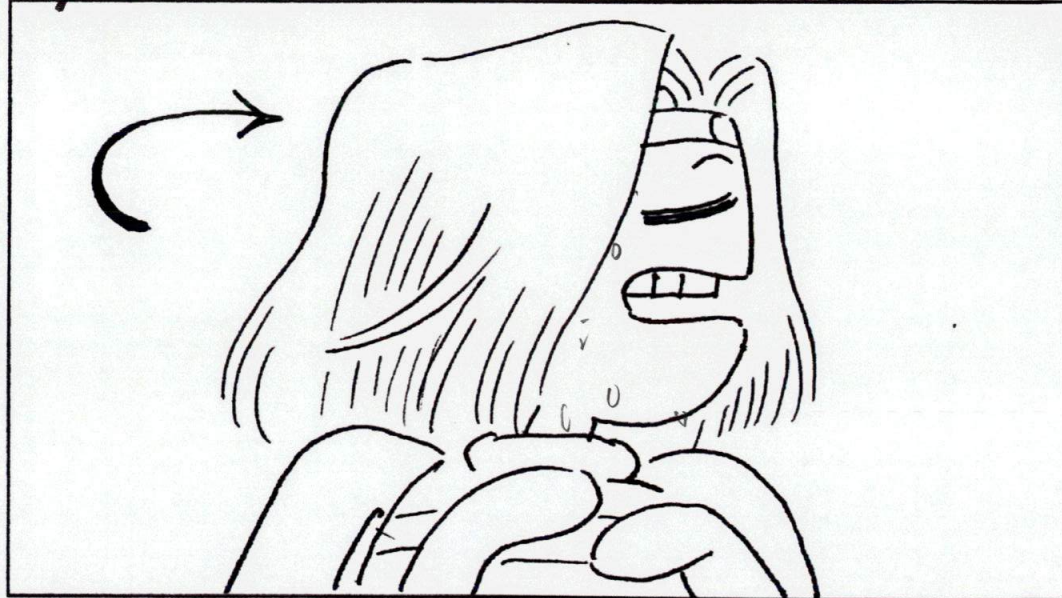
Page **174**
day night

Sc. **104 cont**

Pnl. **B**

Bg.

day night



Sc. **105**

Pnl. **A**

Bg.

day night



Dialog:

(TP) HUH?

(TP) - - -

Action:

- TP TRACKS FP WALKING.

FP getting away

OCT 30 2015

Timing:

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ADVENTURE TIME

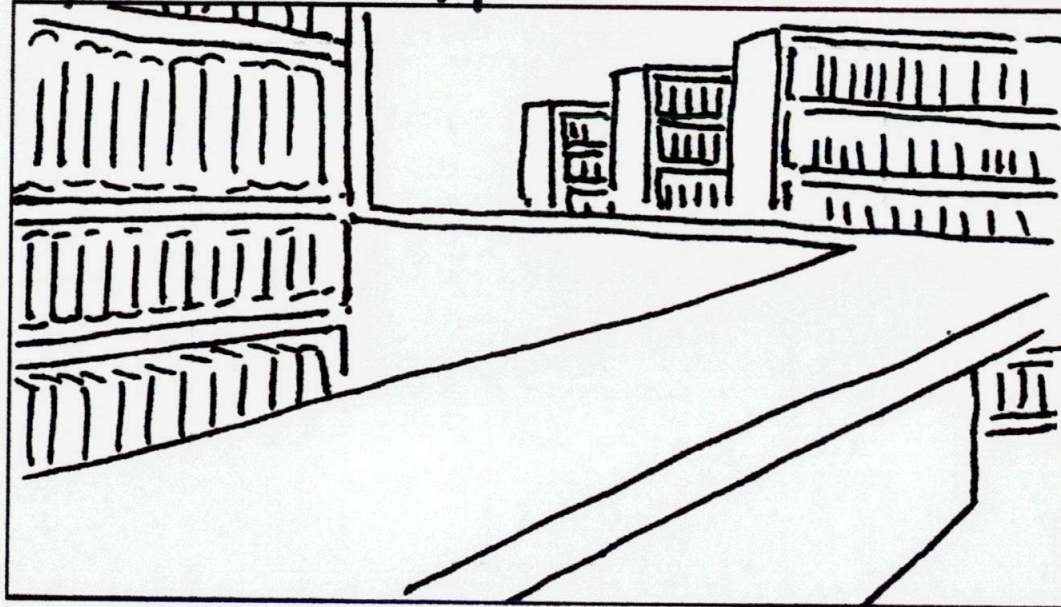


Sc. 106

Pnl. A

Bg.

day night



Sc. 106 CONT

Pnl. B

Bg.

Page 175
day night



Dialog:

Action:

-FP WALKS ON/S WITH BOOK.

Timing:

OCT 30 2010

EPISODE # 1034-237

Production :

1034/237

1034/237

1034/237

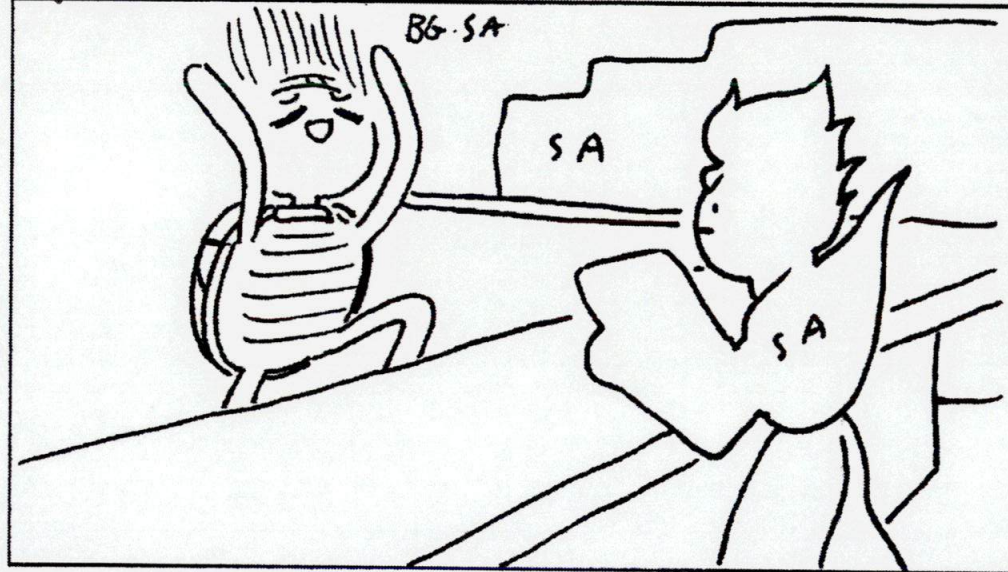
ADVENTURE TIME



Sc. 106 cont Pnl. C

Bg.

day night



Sc. 106 cont Pnl. D

Bg.

Page 176
day night



Dialog:

(TP) LEAVING
YES ????

(FP) Yea, I'll BORROW THIS ONE, PLEASE.

Action:

- TP DROPS ON/S BEHIND COUNTER.

Timing:

OCT 30 2015



EPISODE # 1034-237

Production :

1034/237

1034/237

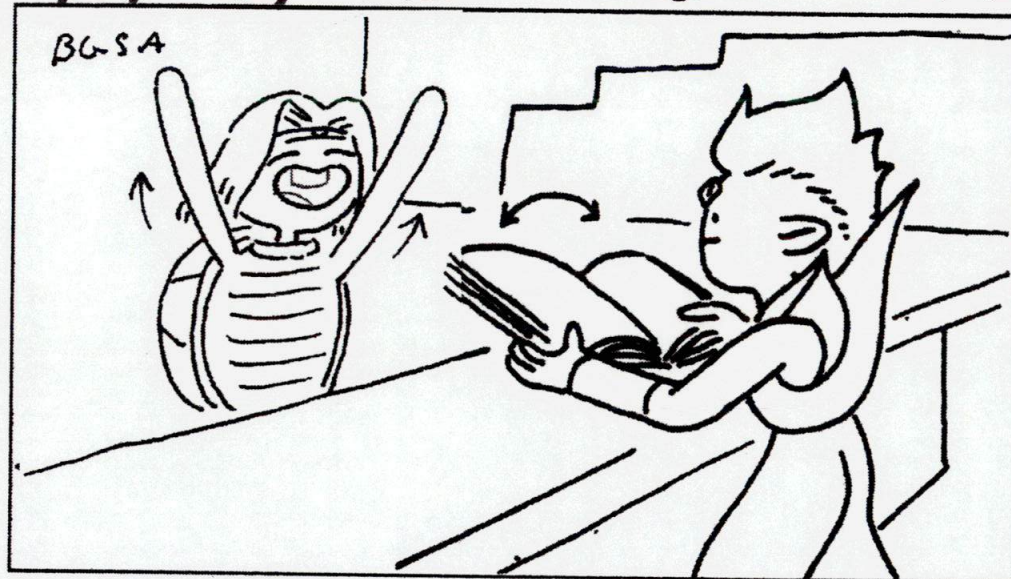
ADVENTURE TIME



Sc. 106 cont Pnl. E

Bg.

day night

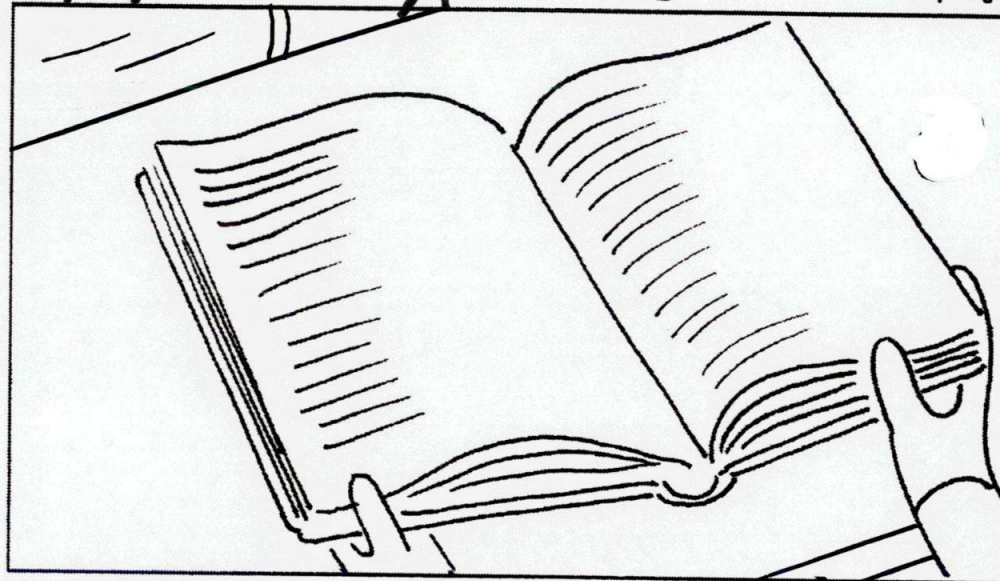


Sc. 107

Pnl. A

Bg.

Page 177
day night



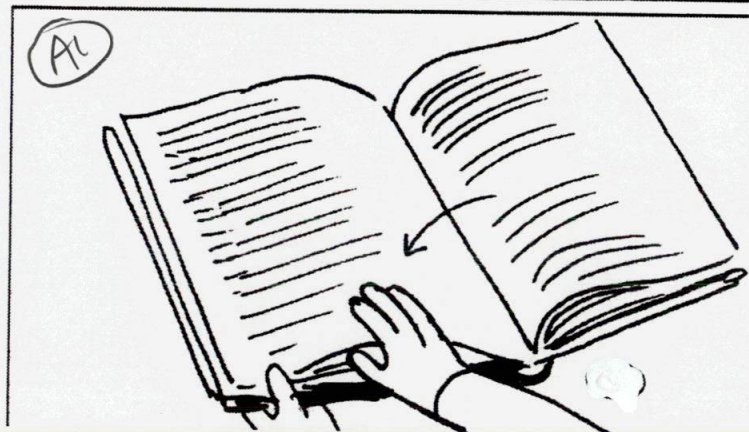
Dialog:

(TP) OF COURSE!!!

(TP) I'LL JUST NEED YOU TO
O/S SIGN IT OUT

Action:

Timing:



OCT 30 2015

Production :

EPISODE # 1034-237

1034/237

1034/237

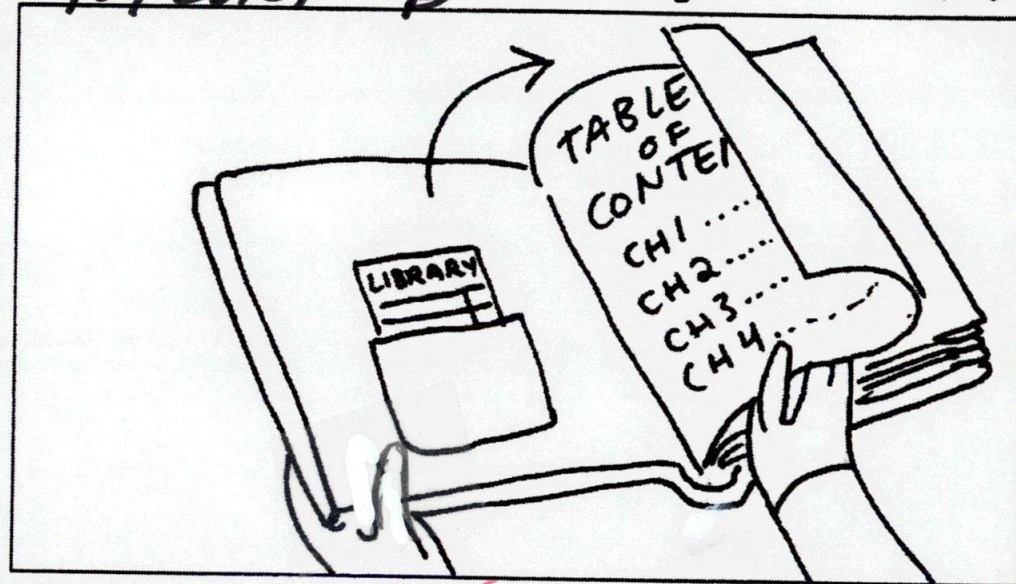
ADVENTURE TIME



Sc. 107 CONT Pnl. B

Bg.

day night



Sc. 107 CONT Pnl. C

Bg.

Page 178
day night



Dialog:

SFX: *SSSSSSSS*

Action:

=FP, TURNS TO PAGES TO REVEAL 'TABLE OF CONTENTS.'

- PAGES START TO BURN.

OCT 30 2015

Timing:



EPISODE # 1054-237

1034/237

1034/237

ADVENTURE TIME



Sc. 107 const Pnl. D

Bg.

day night



Sc. 108

Pnl. A

Bg.

Page 179
No PG 180
day night



Dialog:

SFX: SSSSSHHHH

SFX: * FWOMP *

Action:

-FIRE SPREADS.

-FIRE IN BOOK FLARES UP.

Timing:

OCT 30 2015

(AI)



EPISODE # 1034-237

Production :

1034/237

1034/237

1034/237

ADVENTURE TIME

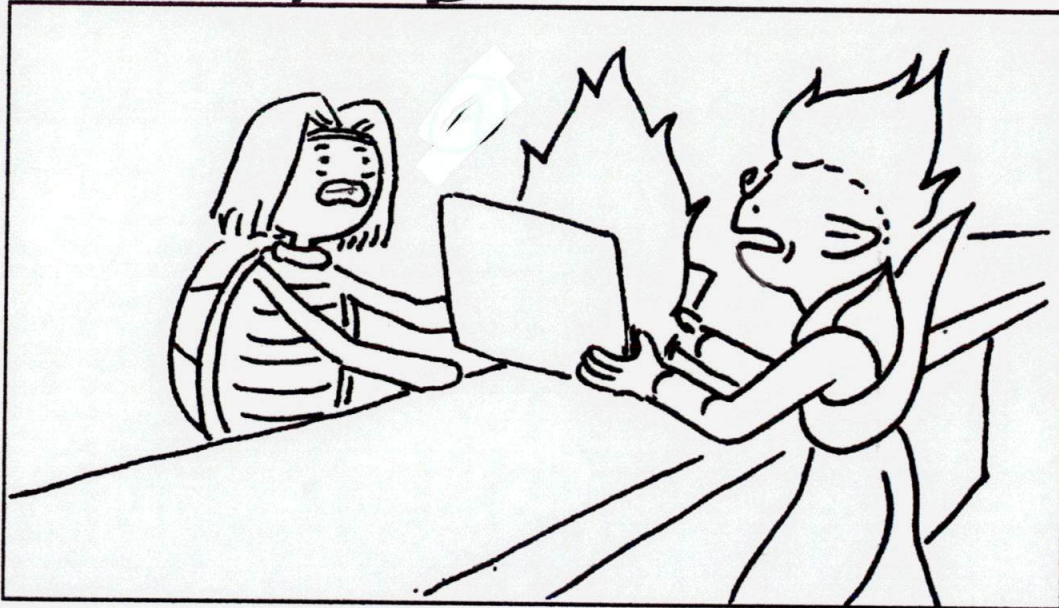


Page 181

Sc. 108 *CONT* Pnl. B

Bg.

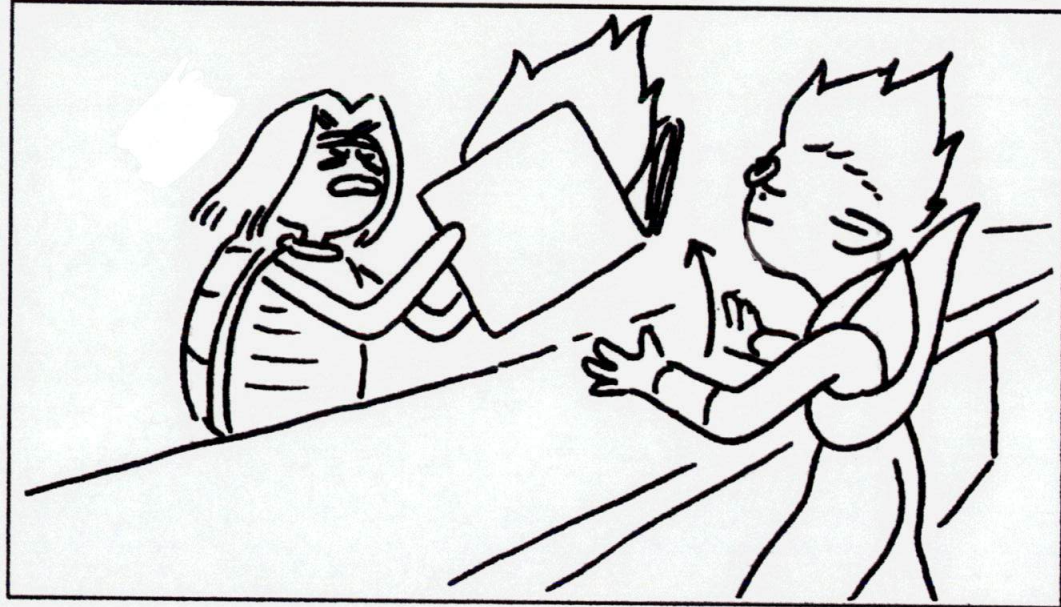
day night



Sc. 108 *CONT* Pnl. C

Bg.

day night



Dialog:

FP+TP: AAAAAH!!
(TOGETHER)

Action:

Timing:



SFX: * WHAM *

A, B
-TP CLOSES BOOK



OCT 30 2013

EPISODE # 1034-237

Production :

1034/237

1034/237

ADVENTURE TIME

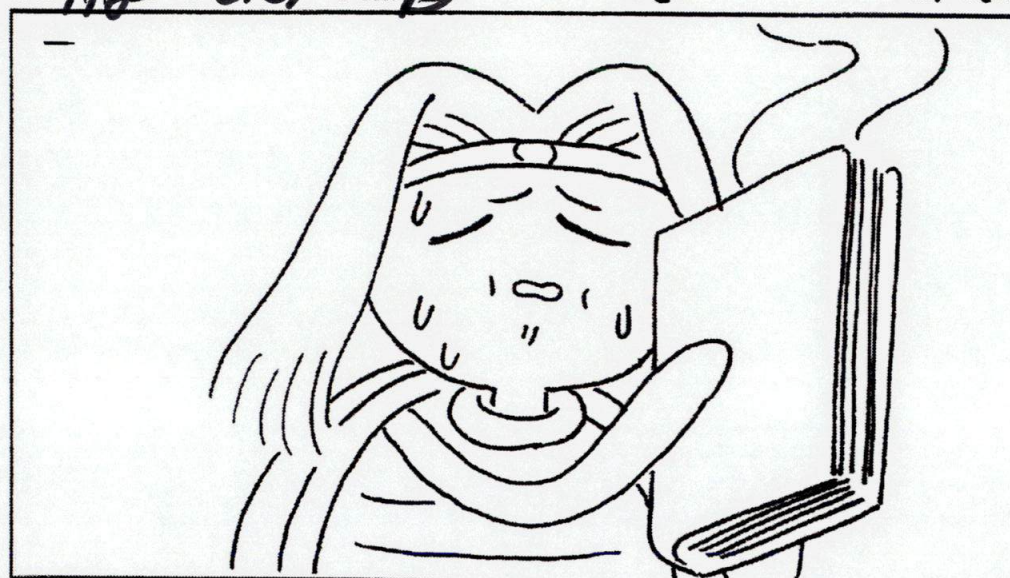


Page 182

Sc. 112 Pnl. A Bg. day night



Sc. 112 CONT Pnl. B Bg. day night



Dialog:

(TP) I'M SORRY!

(TP) I HAVE A DUTY TO SERVE
THE LIBRARY'S PATRONS...

Action:

Timing:

OCT 30 2015

Production :

EPISODE #

1034-237

1034/237

1034/237

ADVENTURE TIME



Sc. *112 cont* Pnl. *C*

Bg.

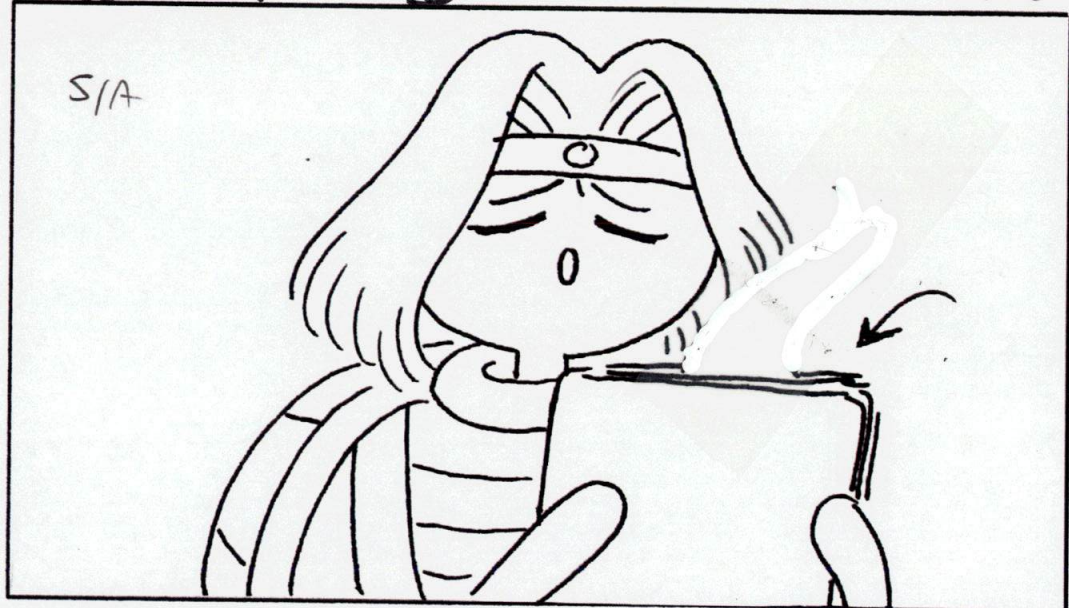
day night



Page *183*
day night

Sc. *112 cont* Pnl. *D*

Bg.



Dialog:

(TP) B-BUT I'M ALSO SWORN--

(TP) TO PROTECT THE BOOKS!

Action:

Timing:

OCT 30 2015

EPISODE # 1034-237

Production :

1034/237

1034/237

1034/237

ADVENTURE TIME



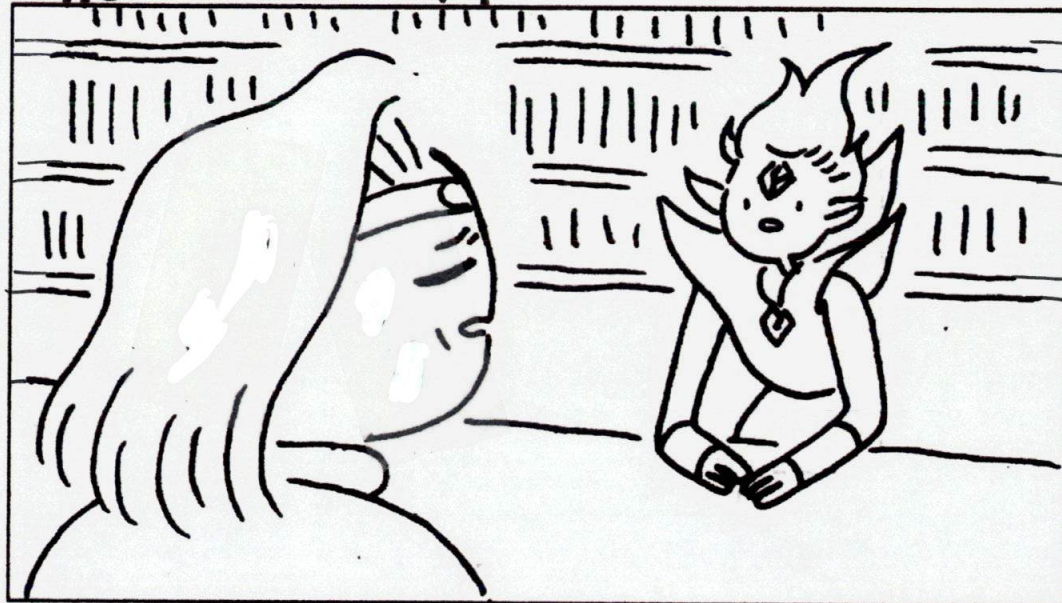
Page 184

Sc. 113

Pnl. A

Bg.

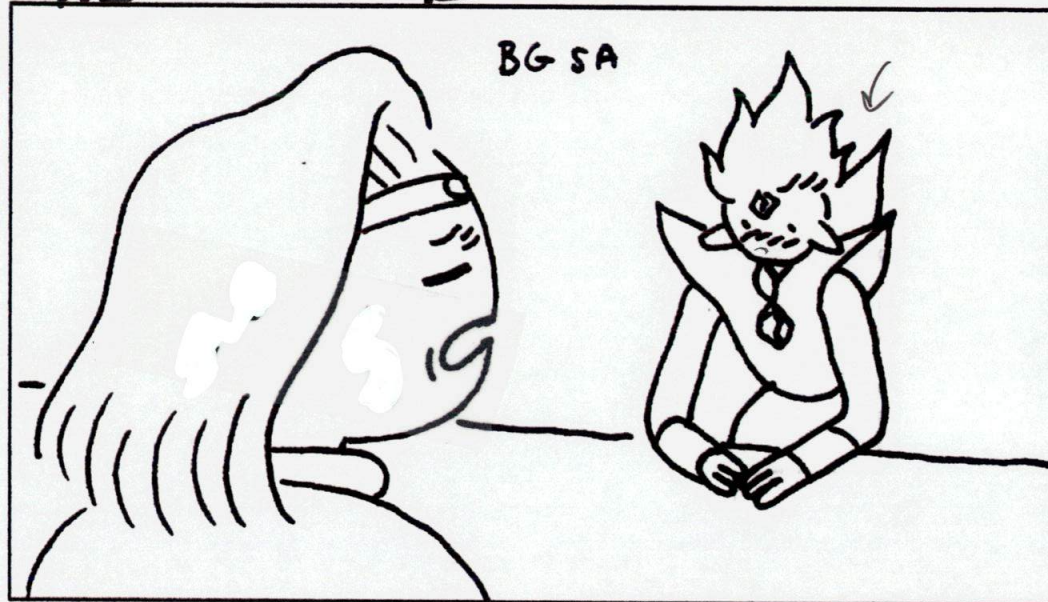
day night



Sc. 113 CONT Pnl. B

Bg.

day night



Dialog:

(TP) I CANT IN GOOD
CONSCIENCE --

(TP) LET YOU TAKE IT HOME...

Action:

-FP LOOKS SHEEPISH.

OCT 30 2015

Timing:

EPISODE # 1034-237

Production :

1034/237

1034/237

ADVENTURE TIME



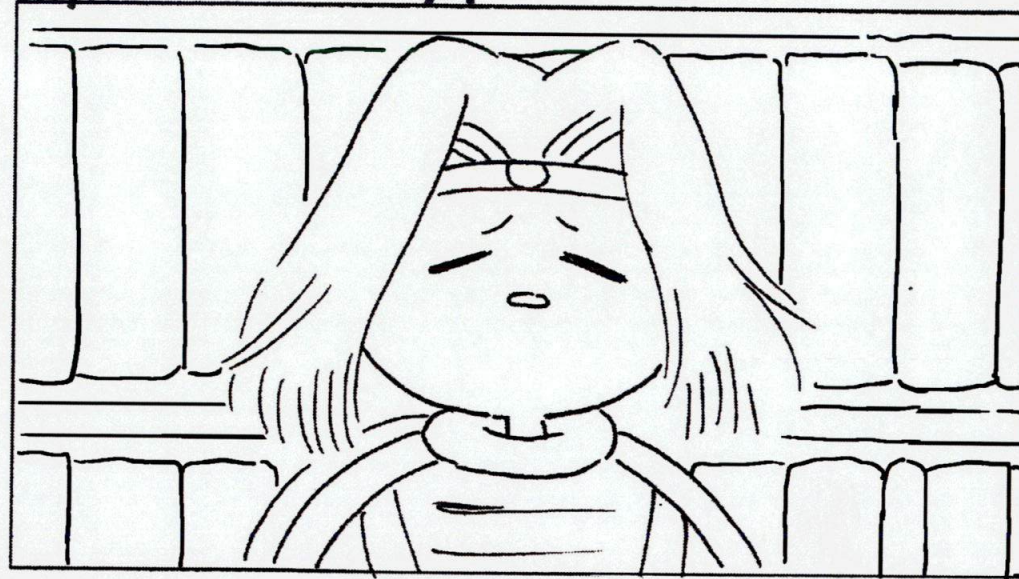
Page **185**

Sc. **114**

Pnl. **A**

Bg.

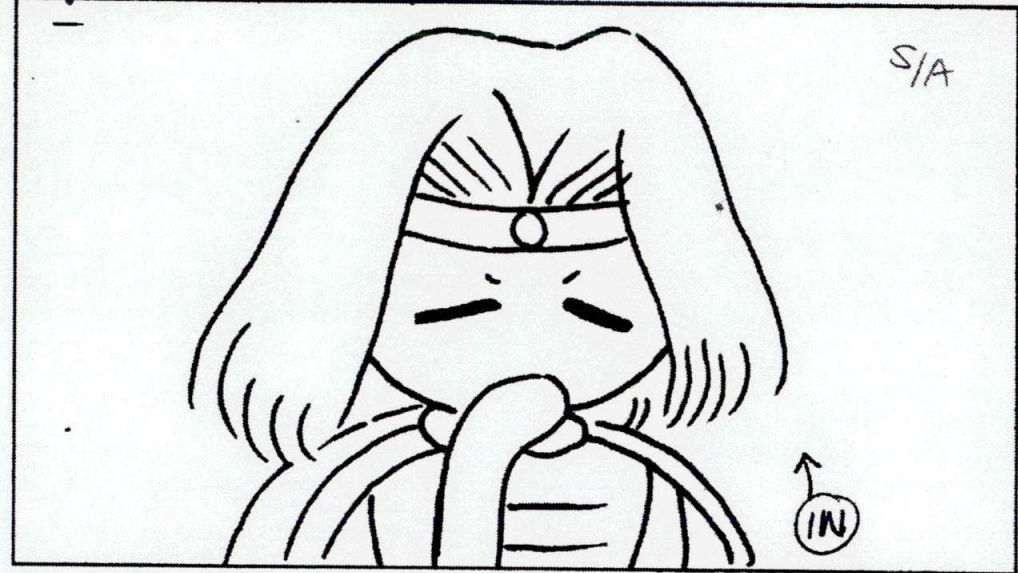
day night



Sc. **114 CONT** Pnl. **B**

Bg.

day night



Dialog:

(TP) BUT...

(TP) MAYBE I COULD...

Action:

Timing:

OCT 30 2015

EPISODE # **1034-237**

Production :

1034/237

1034/237

1034/237

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ADVENTURE TIME

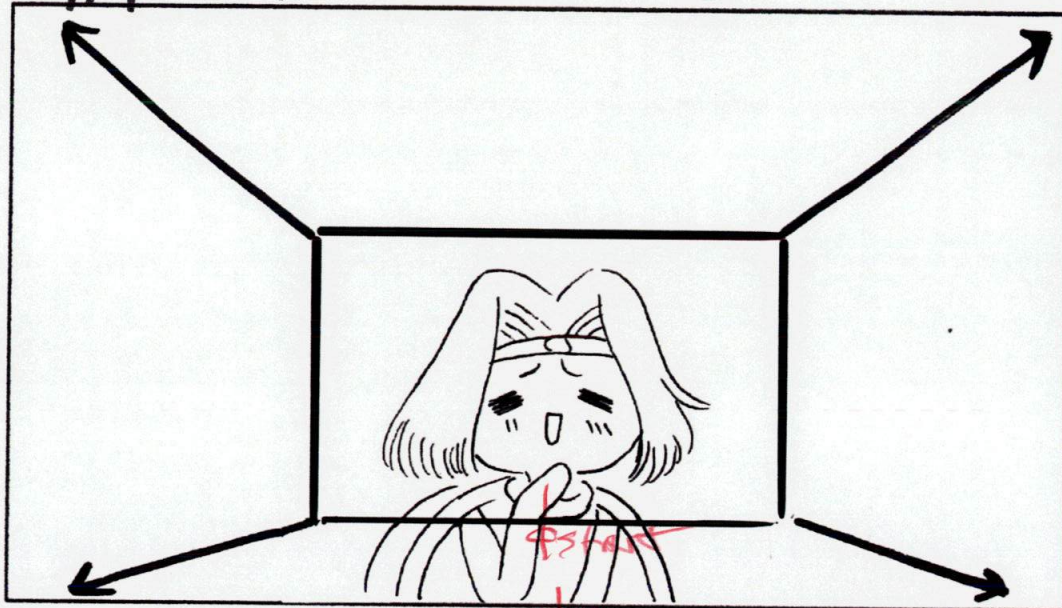


Page 186

Sc. 114 CONT Pnl. C

Bg.

day night



Sc. 114 CONT Pnl. D

Bg.

day night



Dialog:

(TP) READ THIS BOOK
TO YOU?

Action:

-TRUCK OUT

(KIRA-KIRA GLITTER)

Timing:

OCT 30 2015

EPISODE # 1034-237

Production :

1034/237

1034/237

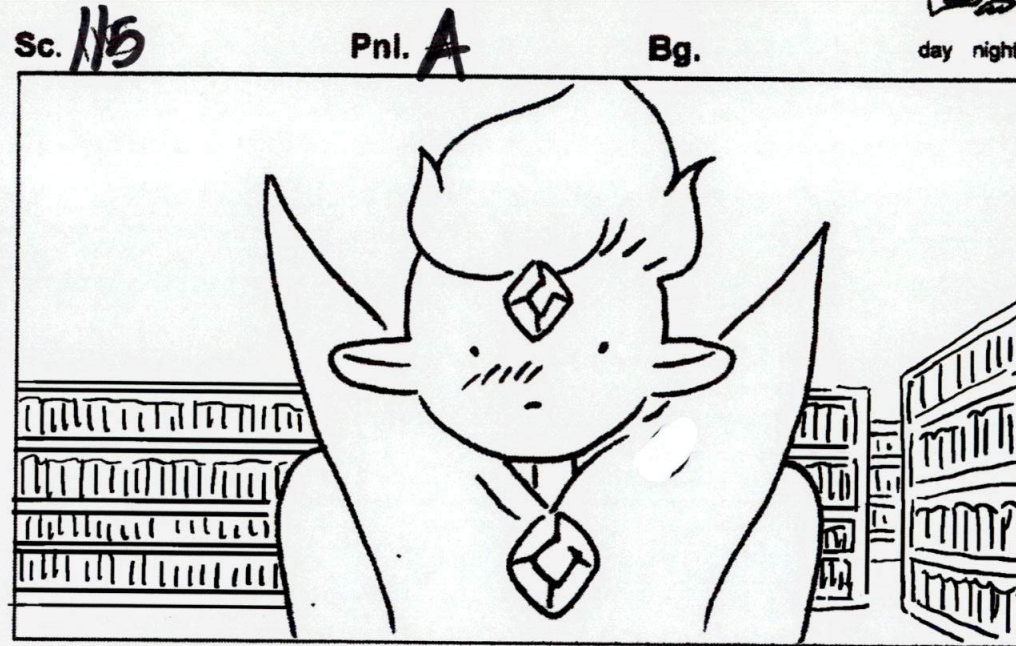
1034/237

ADVENTURE TIME



NO SC 116

Page 187
day night



<p>Dialog:</p> <p>(FP) Listen...</p>		<p>(FP) I just came in here to use the bathroom, eh</p>
<p>Action: - FP IS EMBARRASSED.</p>		<p>- FP RUBS THE BACK OF HIS HEAD.</p>
<p>Timing:</p>		<p>OCT 30 2013</p>

EPISODE # 1034-237
Production :

ADVENTURE TIME



Page 188

Sc. Pnl. Bg. day night

Sc. 117 Pnl. A Bg. day night

Dialog:

Action:

Timing:

(FP) I THOUGHT YOU HAD TO LIKE,
CHECK OUT A
BOOK FIRST TO PEE ?

EPISODE # 1034-237

Production :

1034/237

1034/237

1034/237

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ADVENTURE TIME



Page 189
day night

Sc. 117 CONT Pnl. B

Bg.

day night



Sc. 117 CONT Pnl. C

Bg.

day night



Dialog:

Ⓢⓐ ACTUALLY ... ~~_____~~

ⓉⓅ HHHHH---

F.P- I DONT EVEN HAVE A Library Card

Action:

- TP MAKES A STRANGE NOISE

- FP LOOKS UP.

OCT 30 2015

Timing:

EPISODE # 1034-237

Production :

1034/237

1034/237

1034/237

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ADVENTURE TIME

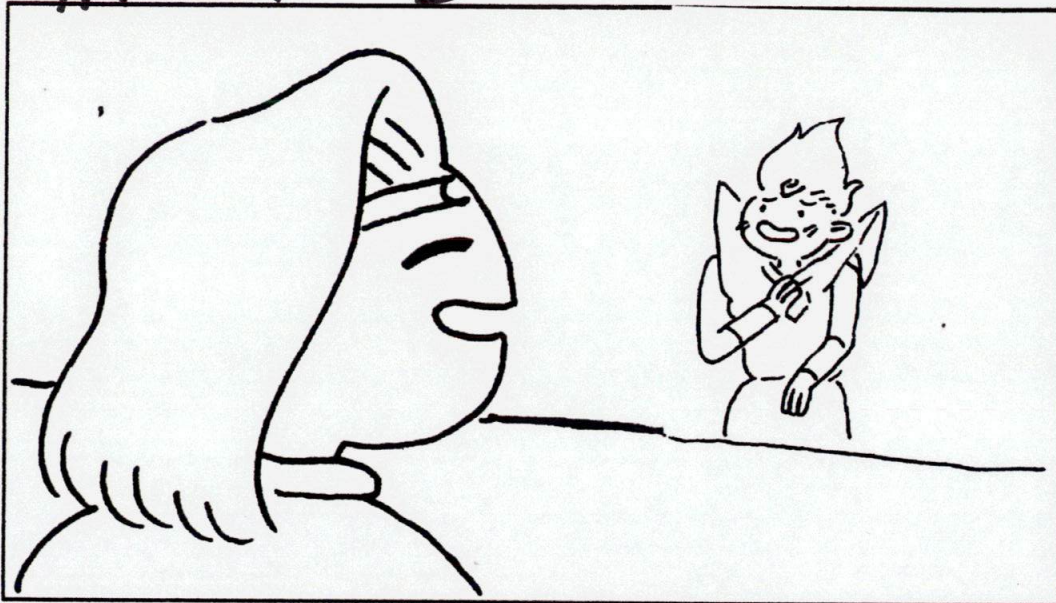


Page 190

Sc. 117 CONT Pnl. D

Bg.

day night



Sc. 118

Pnl. A

Bg.

day night



Dialog:

(TP) MAHAHAHAH!

(FP) HEE... HEEHEHEE...

Action:

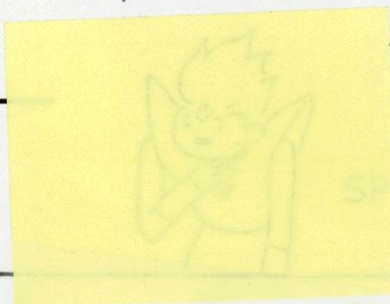
- TP STARTS LAUGHING

- TP JOINS IN

- BATHROOM DOOR EXT.

OCT 30 2015

Timing:



EPISODE # 1034-237

Production :

1034/237

1034/237

1034/237

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. 118 cont Pnl. B Bg. day night

Dialog:

Sfx: * BURNING * SFX: * SSSSSSS HHHH *

Action:

(STEAM)
AROUND DOOR'S EDGES

Timing:

EPISODE # 1034-237

Production :

1034/237

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1034/237

ADVENTURE TIME

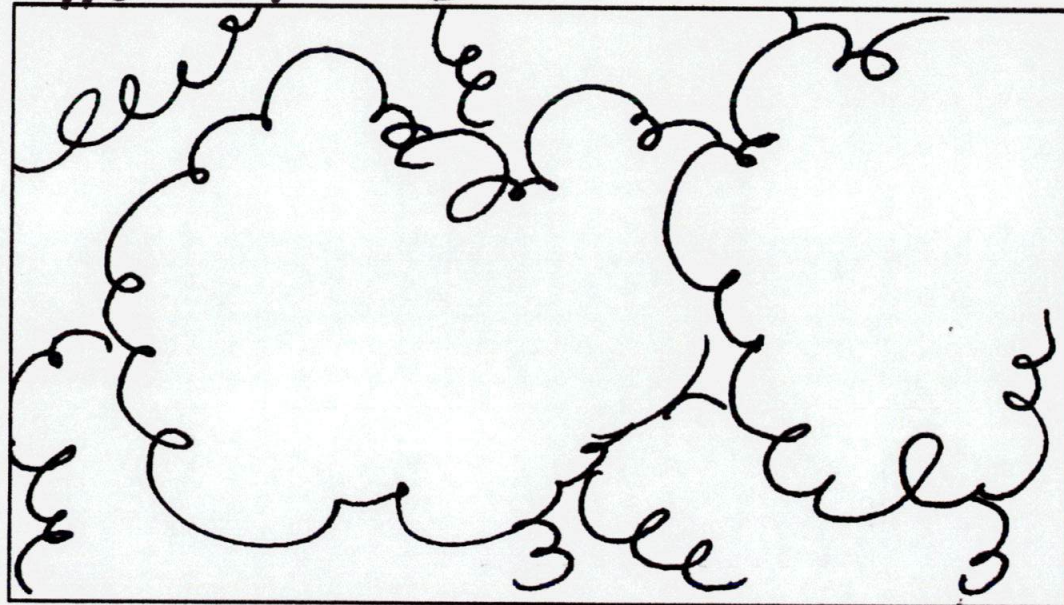


Page **192**
day night

Sc. **118 CONT** Pnl. **D**

Bg.

day night



Sc. **119**

Pnl. **A**

Bg.

day night



Dialog:

SFX: * SHHHHH *

Action:

- STEAM FILLS SCREEN.

- STEAM TURNS INTO CLOUDS IN
A STARRY SKY.

OCT 30 2015

Timing:

1034-237

EPISODE #

1034/237

Production :

1034/237

1034/237

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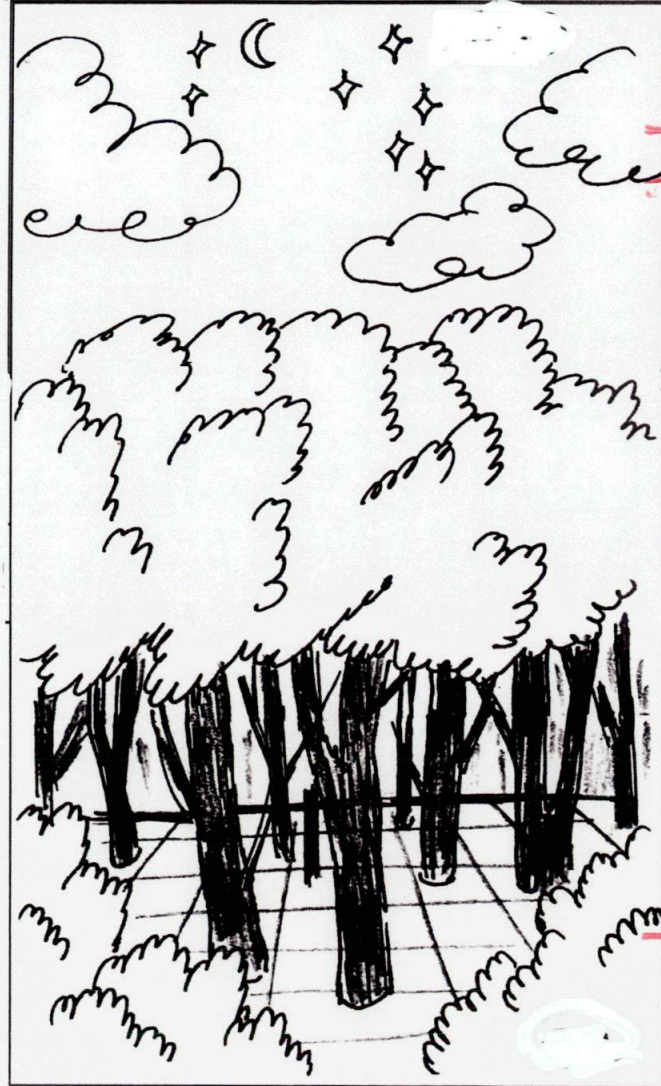
ADVENTURE TIME



Page **193**
day night

Sc. **119 CONT**

Bg.



A start

vert
PAN
↓

B stop

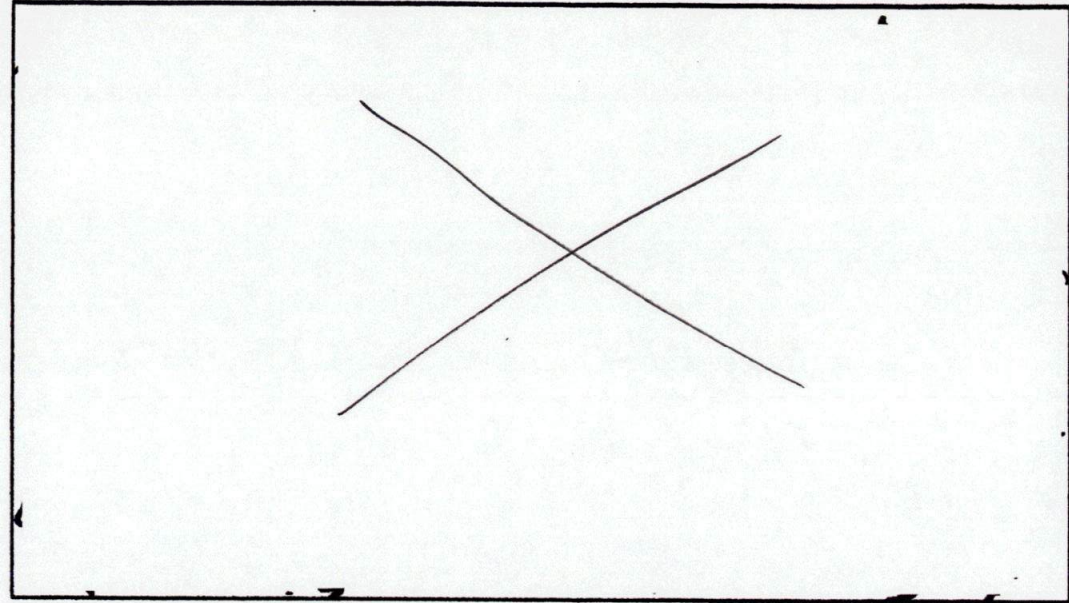
day night

Sc.

Pnl.

Bg.

day night



-PAN DOWN TO FOREST FLOOR

OCT 30 2015

EPISODE # 1034-237

Production :

1034/237

1034/237

ADVENTURE TIME

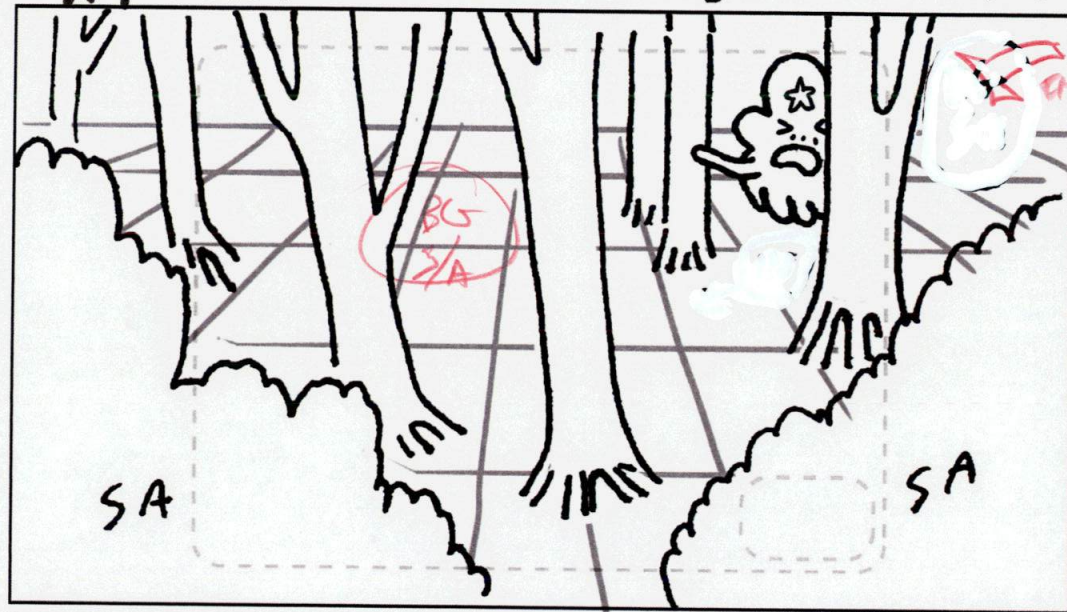


Page **194**
day night

Sc. **119 CONT** Pnl. **C**

Bg.

day night



Sc. **119 CONT** Pnl. **D**

Bg.

day night



Dialog:

(LSP) (LABORED BREATHING)
HUFF HUFF HUF

(LSP) H H H COUGH COUGH!

ML: Lumpy Space Prince!

Action:

- LSP FLOAT-RUNS ON/S.

- LSP WEAVES THRU TREES.

OCT 30 2015

Timing:

EPISODE # 1034-237

Production :

1034/237

1034/237

1034/237

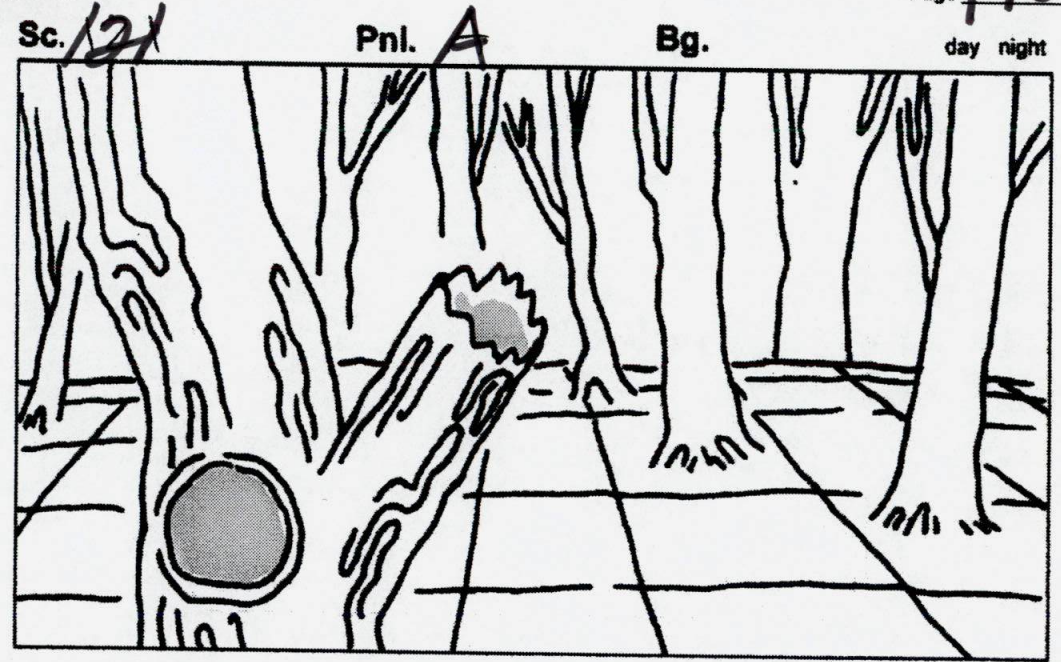
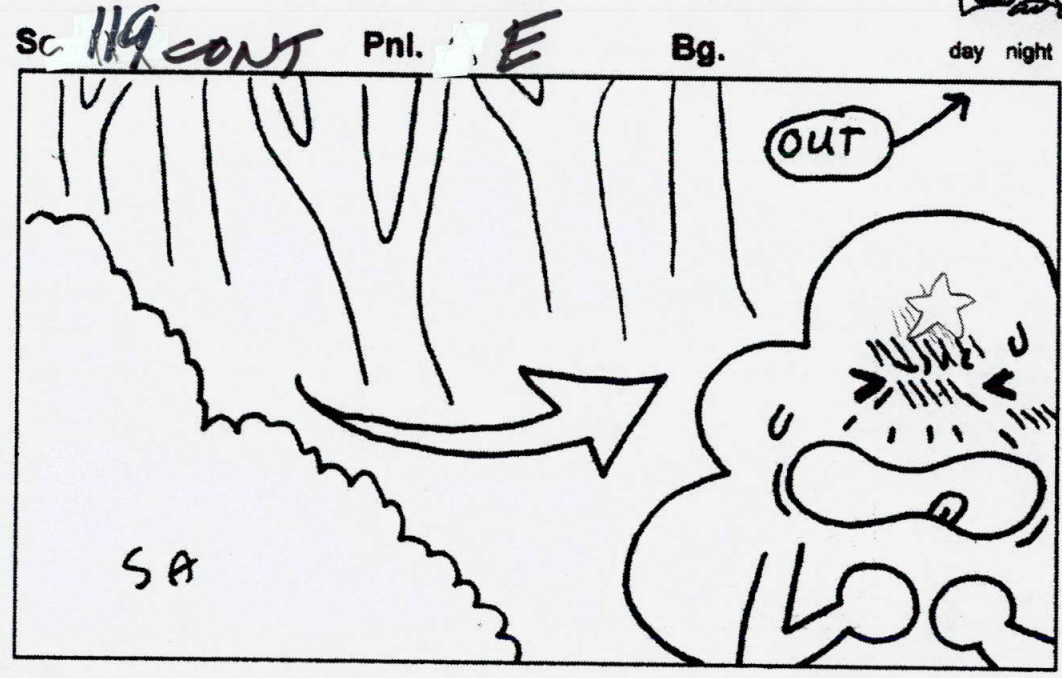
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ADVENTURE TIME

NO
SC
120



Page **195**



Dialog:	(LSP) Cough cough !!!
Action:	- LSP swoops off/s.
Timing:	OCT 30 2015

EPISODE # 1034-237

Production :

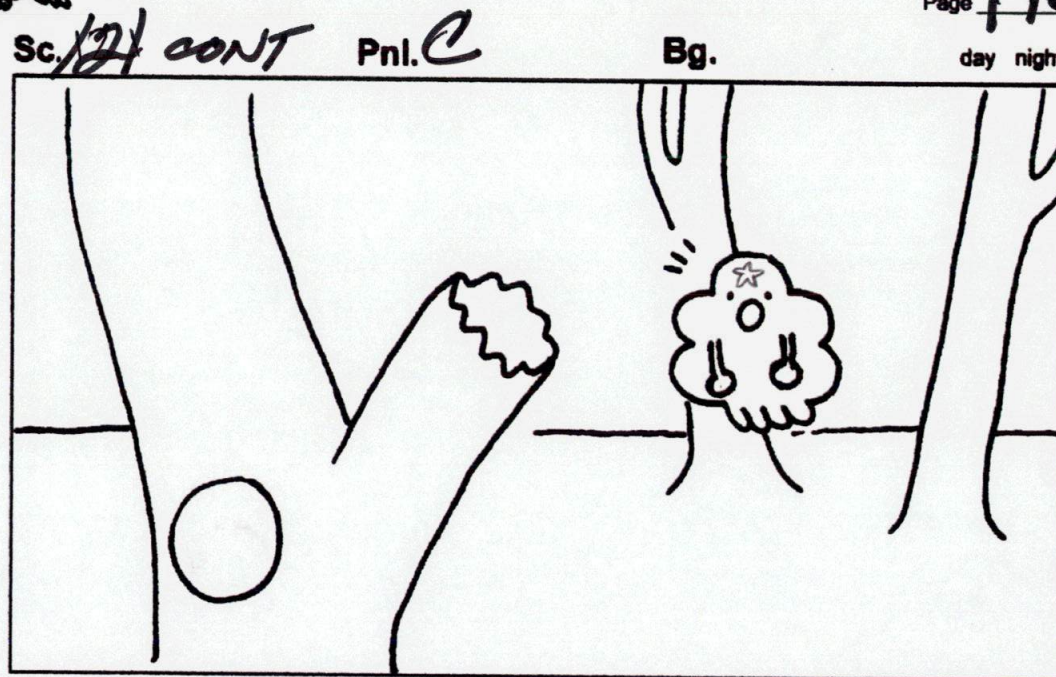
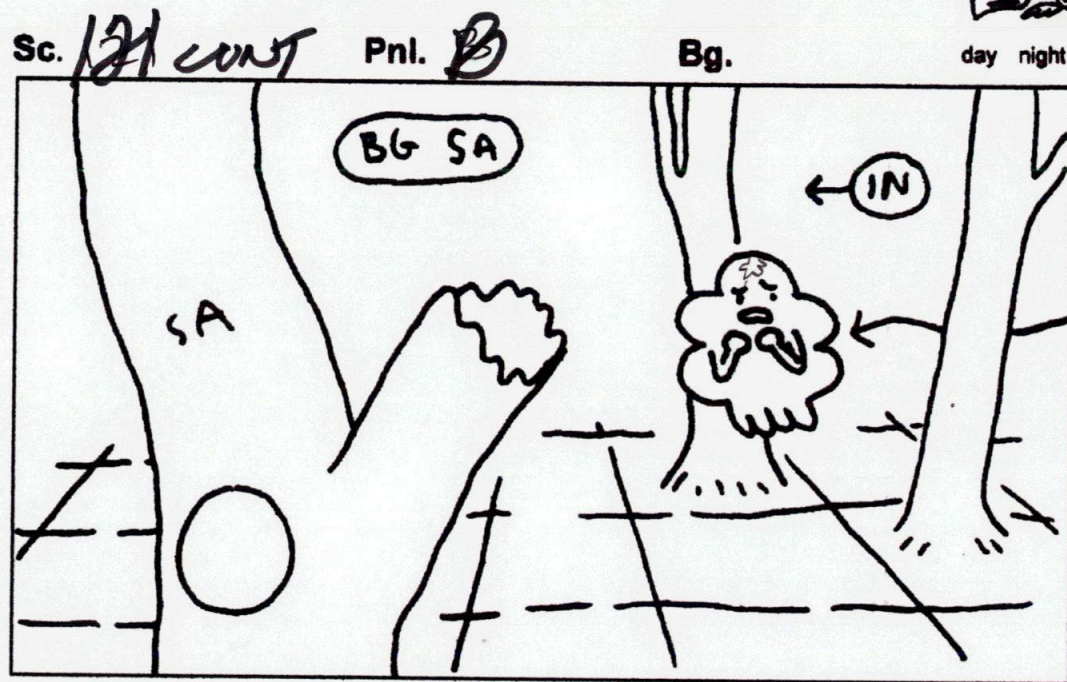
1034/237

1034/237

ADVENTURE TIME



Page **196**
day night



Dialog:	LSP: cough cough	(LSP) UUUUUUU
Action:	- LSP FLOATS ON/S.	
Timing:	OCT 30 2015	

EPISODE # 1034-237

Production :

1034/237

1034/237

1034/237

ADVENTURE TIME

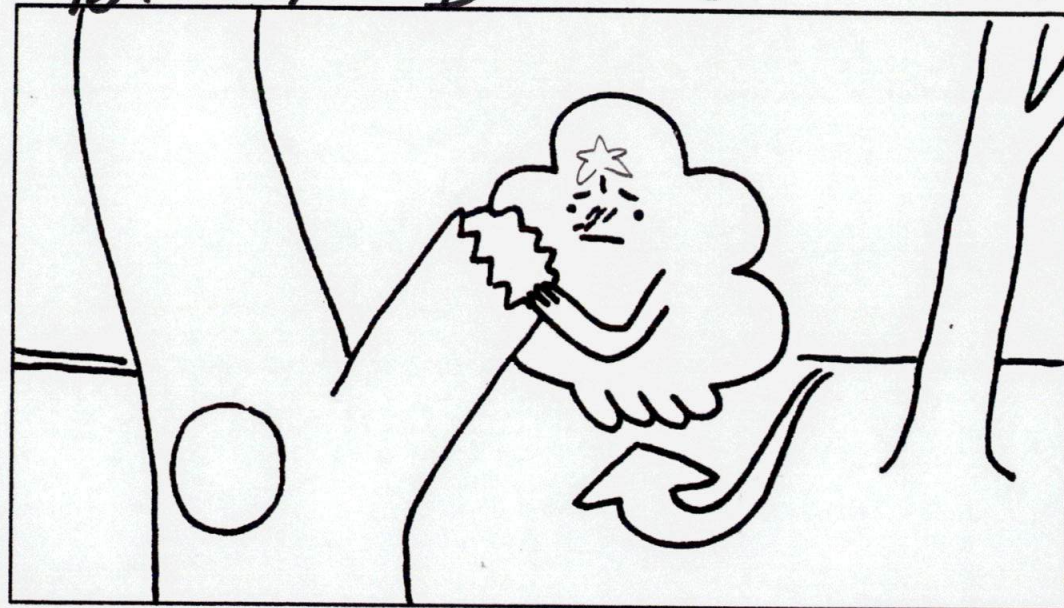


Page **197**

Sc. **121 CONT** Pnl. **D**

Bg.

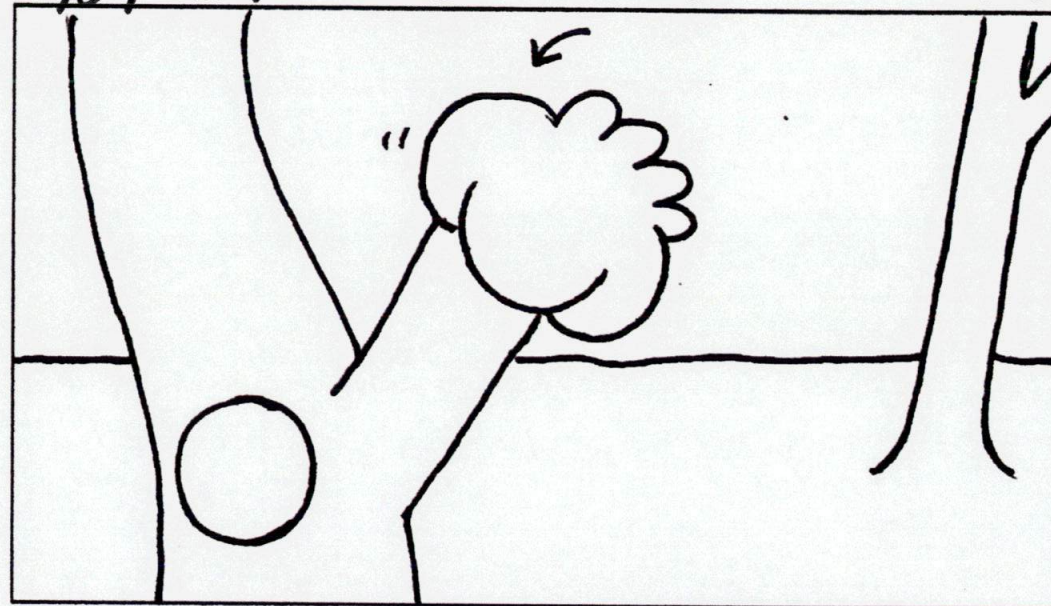
day night



Sc. **121 CONT** Pnl. **E**

Bg.

day night



Dialog:

SFX: THOUMP

Action:

- LSP FLIES UP TO BROKEN BRANCH.

- LSP WEDGES INTO HOLE.

Timing:

OCT 30 2015

Production :

EPISODE # 1034-237

1034/237

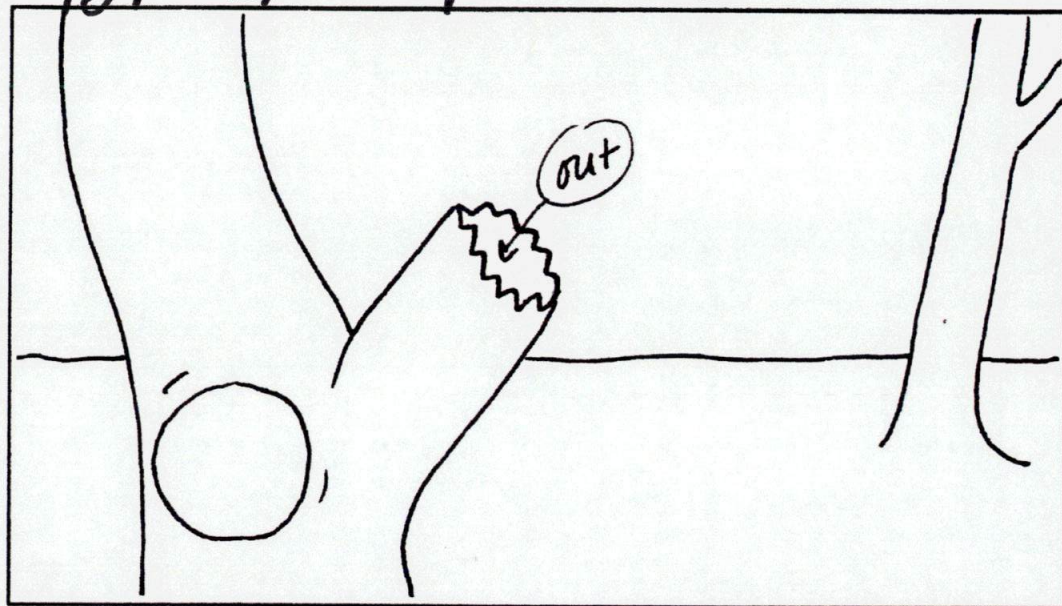
1034/237

ADVENTURE TIME

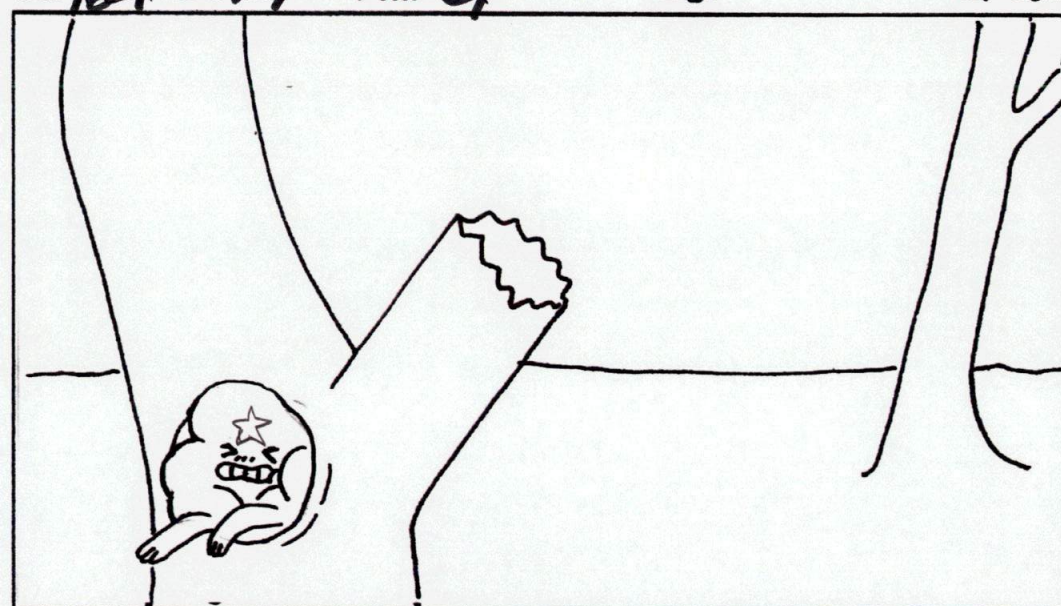


Page **198**

Sc. **121 CONT** Pnl. **F** Bg. day night



Sc. **121 CONT** Pnl. **G** Bg. day night



Dialog:

LSP: [STRAIN]

Action:

LSP SQUEEZES IN

AND APPEARS VERY
SQUISHED IN THE
TREE HOLE..

OCT 30 2015

Timing:

EPISODE # 1034-237

Production :

1034/237

1034/237

1034/237

ADVENTURE TIME

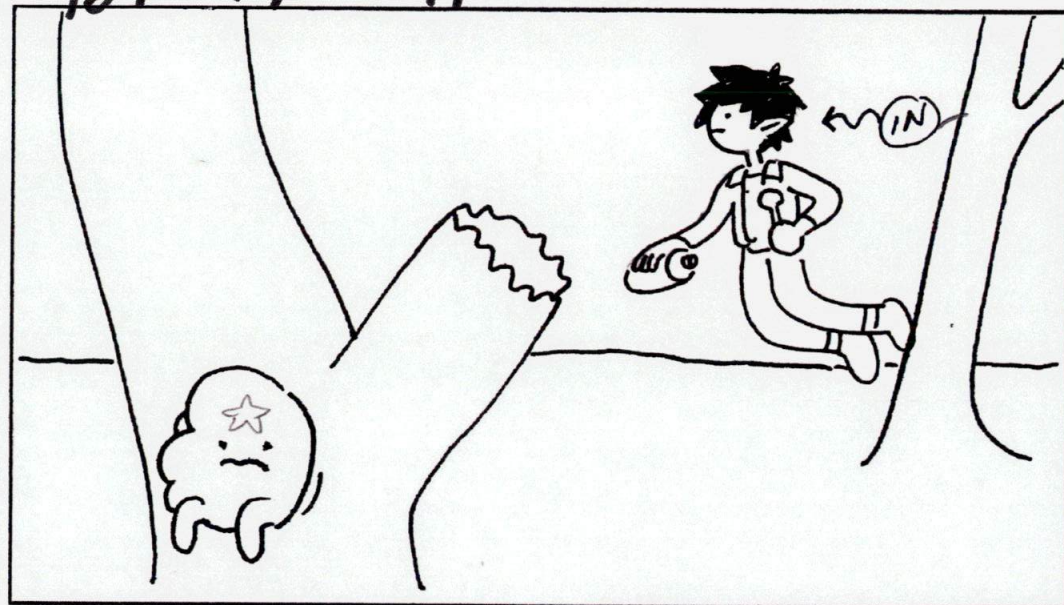


Page **199**

Sc. **121 CONT** Pnl. **H**

Bg.

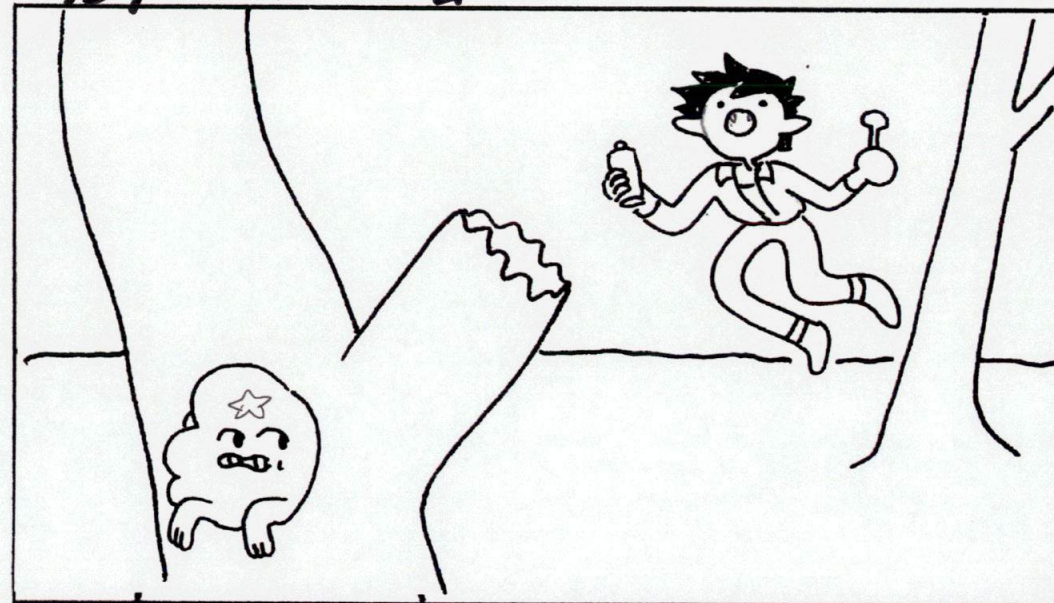
day night



Sc. **121 CONT** Pnl. **I**

Bg.

day night



Dialog:

SFX: *THMP*

(ML) WIMPY SPAAAAACE
PRINCE!!!

Action:

- ML FLOATS ON/S.

OCT 30 2015

Timing:

EPISODE # 1034-237

Production :

1034/237

1034/237

ADVENTURE TIME

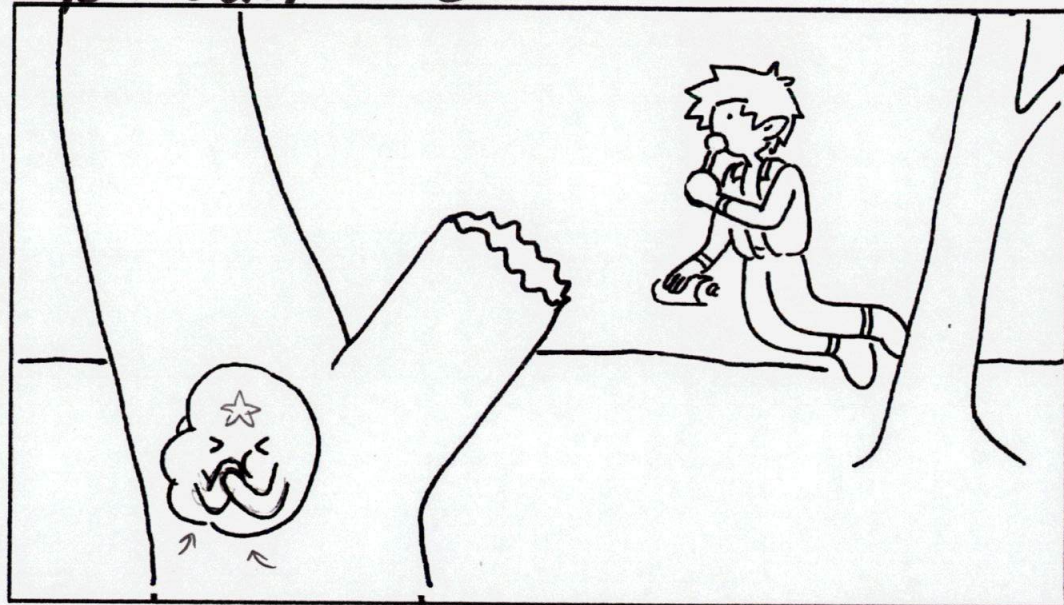


Page **200**
day night

Sc. **121 CONT** Pnl. **J**

Bg.

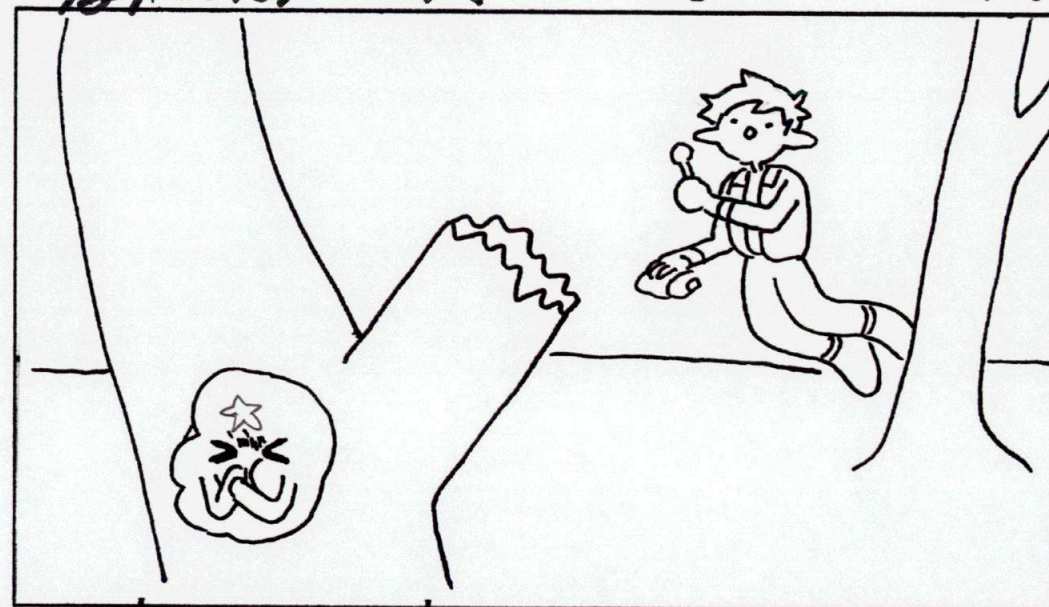
day night



Sc. **121 CONT** Pnl. **K**

Bg.

day night



Dialog:

(LSP) (cough)

Action:

-LSP TRIES TO STIFLE COUGH

OCT 30 2015

Timing:

Production :

EPISODE # 1034-237

1034/237

1034/237

ADVENTURE TIME



Sc. 121 CONT Pnl. L

Bg.

day night



Sc. 121 CONT Pnl. M

Bg.

Page 201
day night



Dialog:

(ML) COME ON, YOU'VE BEEN
COUGHING FOR FIVE DAYS!

Action:

- ML FLIES TO HOLE

Timing:



(ML) JUST TAKE ONE TABLESPOON

OCT 30 2015

EPISODE # 1034-237

Production :

1034/237

1034/237

1034/237

ADVENTURE TIME



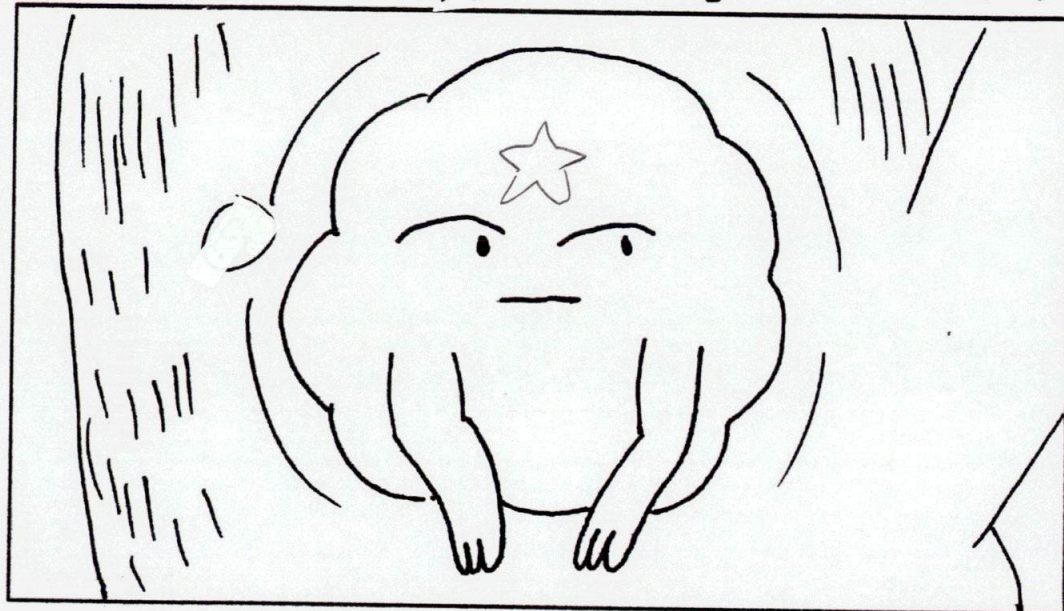
Page 202

Sc. 122

Pnl. A

Bg.

day night



Sc. 122 *CONT* Pnl. B

Bg.

day night



Dialog:

(LSP) (DISGUISED VOICE)
UH.. BUMPY SPACE
PRINCE?

Action:

Timing:

(LSP) NO THERE'S UH...

(AL)



OCT 30 2015

EPISODE # 1034-237

Production :

1034/237

1034/237

1034/237

ADVENTURE TIME



Page 203

Sc. 123

Pnl. A

Bg.

day night



Sc. 123 cont Pnl. B

Bg.

day night



Dialog:

(LSP) (O/S)
NO ONE HERE BY THAT
NAME --

(ML) (CUTTING OFF LSP)
THEN WHO 'M I TALKING
TO ???

Action:

Timing:

OCT 30 2015

Production :

EPISODE # 1034-237

1034/237

1034/237

1034/237

ADVENTURE TIME



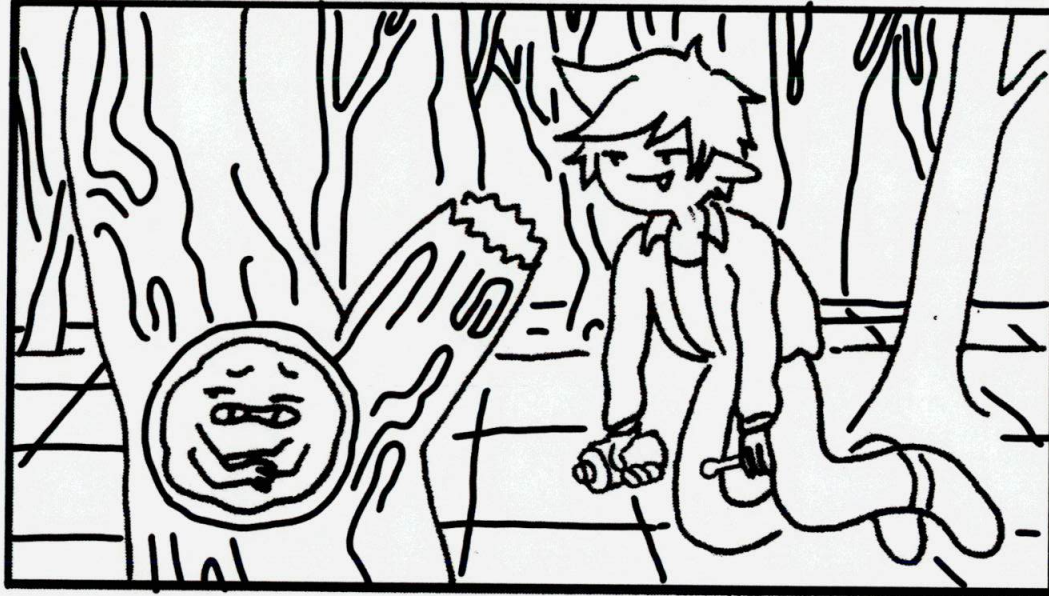
Page 204

Sc. 124

Pnl. A

Bg.

day night



Sc. 124

CONT Pnl. B

Bg.

day night



Dialog:

(LSP) UUH THIS IS
ELLUUUUHSSJJJ
JAH JACK ???

Action:

- ML folds arms

Timing:

OCT 30 2015

EPISODE # 1034-237

Production :

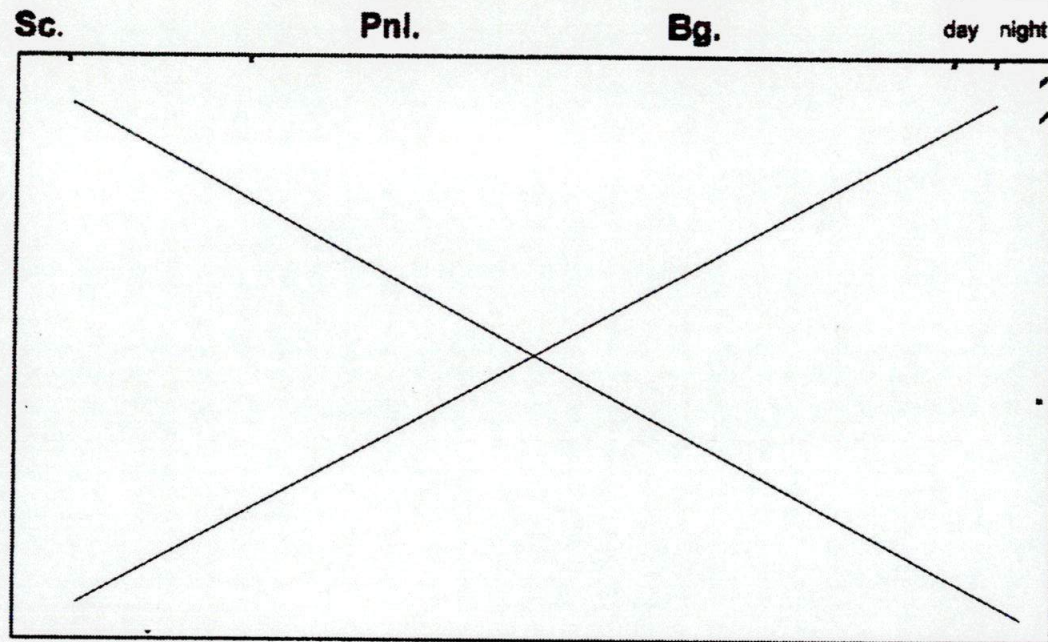
1034/237

1034/237

ADVENTURE TIME



Page 205



Dialog:	(LSP) (o/s) *COUGH COUGH HAAACK* MOVE ALONG NOW.. MOVE ALONG - *COUGH*
Action:	OCT 30 2015
Timing:	

EPISODE # 1034-237

Production :

1034/237

1034'237

1034/237

ADVENTURE TIME



Page 200

Sc. 125 *CONT* Pnl. B

Bg.

day night



Sc. 125 *CONT* Pnl. C

Bg.

day night



Dialog:

(ML) HM...

(ML) WELL IF YOU'RE JACK...
THEN.. I'M.. MMMICHAEL
DEAN...

OCT 30 2015

Action:

-ML TILTS HEAD RIGHT.

Timing:



EPISODE # 1034-237

Production :

1034/237

1034/237

1034/237

ADVENTURE TIME



Sc. 125 *CONT*

Pnl. D

Bg.

day night



Sc. 125 *CONT*

Pnl. E

Bg.

day night



Dialog:

(ML) YEA.. AND I'M LOOKING FOR
THIS BEAUTIFUL PRINCE ...

(ML) I GOTTA GIVE HIM THIS...
UH...

Action:

A, B, C

Timing:



OCT 30 2015

EPISODE # 1034-237

Production :

1034/237

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ADVENTURE TIME



Sc. 125 *CONT* Pnl. F

Bg.

day night



Sc. 125 *CONT* Pnl. G

Bg.

Page 208
No PG 209
day night



Dialog:

(ML) THIS MAGIC POTION!

(ML) See , he was cursed by this

Action:

OCT 3 0 2015

Timing:

EPISODE # 1034-237

Production :

1034/237

1034/237

ADVENTURE TIME



Page 210

Sc.

Pnl.

Bg.

day night

Sc.

125

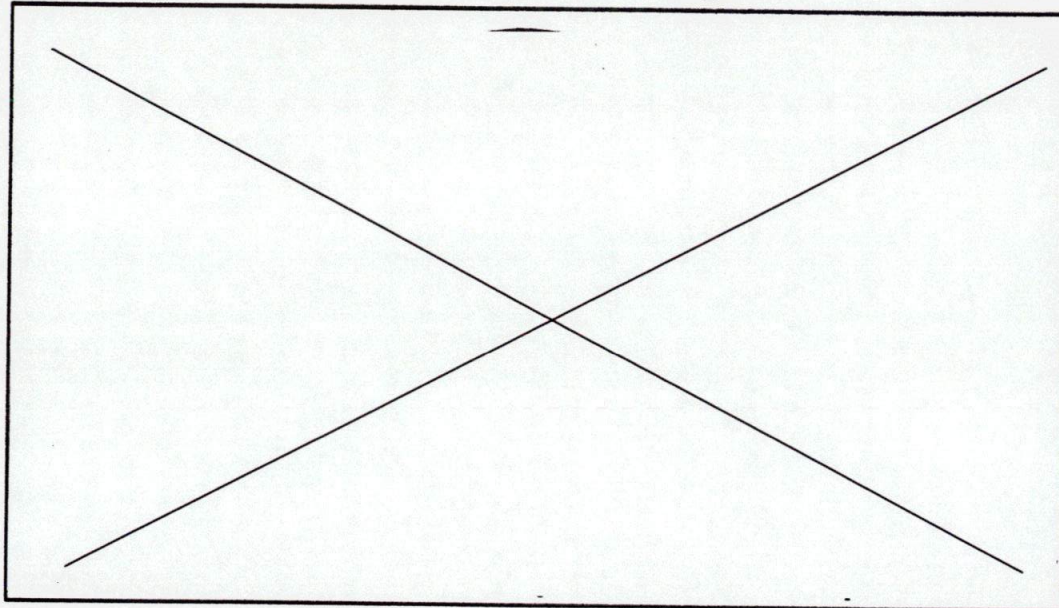
cont

Pnl.

H

Bg.

day night



Dialog:

(ML) EVIL SNOT GNOLL!

Action:

OCT 30 2015

Timing:

EPISODE # 1034-237

Production :

1034/237

1034/237

ADVENTURE TIME



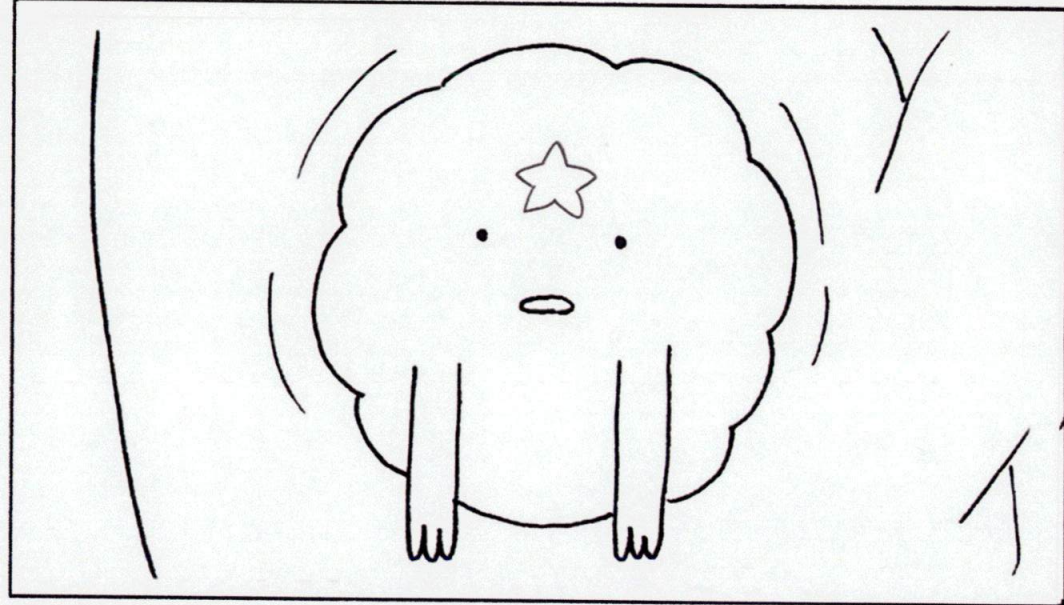
No scenes 126-127

Page 211

Sc. 125 *CONT* Pnl. I Bg. day night



Sc. 128 Pnl. A Bg. day night



Dialog:

Action:

Timing:

OCT 30 2015

EPISODE # 1034-237

Production :

1034/237

1034/237

1034/237

ADVENTURE TIME

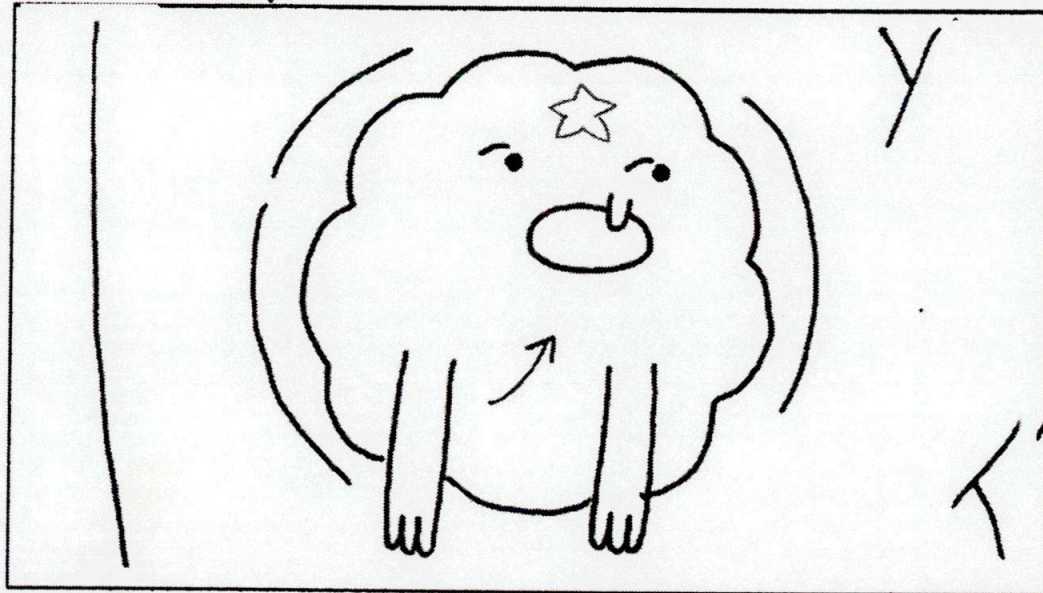


Page 212

Sc. 128 CONT Pnl. B

Bg.

day night



Sc. 129

Pnl. A

Bg.

day night



Dialog:

LSP: REALLY.

Action:

-LSP PERKS UP.

Timing:

OCT 30 2015

Production :

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1034'237

1034/237

ADVENTURE TIME



Page 213

Sc. 129 *cont* Pnl. B

Bg.

day night



Sc. 129 *cont* Pnl. C

Bg.

day night



Dialog:

(ML) THE SNOT GNOLL TRANSFORMED HIM INTO A...

(ML) TOTALLY DISGUSTING MUCUS-MONSTER!

Action:

Timing:

OCT 30 2015

EPISODE # 1034-237

Production :

1034/237

1034/237

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ADVENTURE TIME



Page 214

Sc. 130

Pnl. A

Bg.

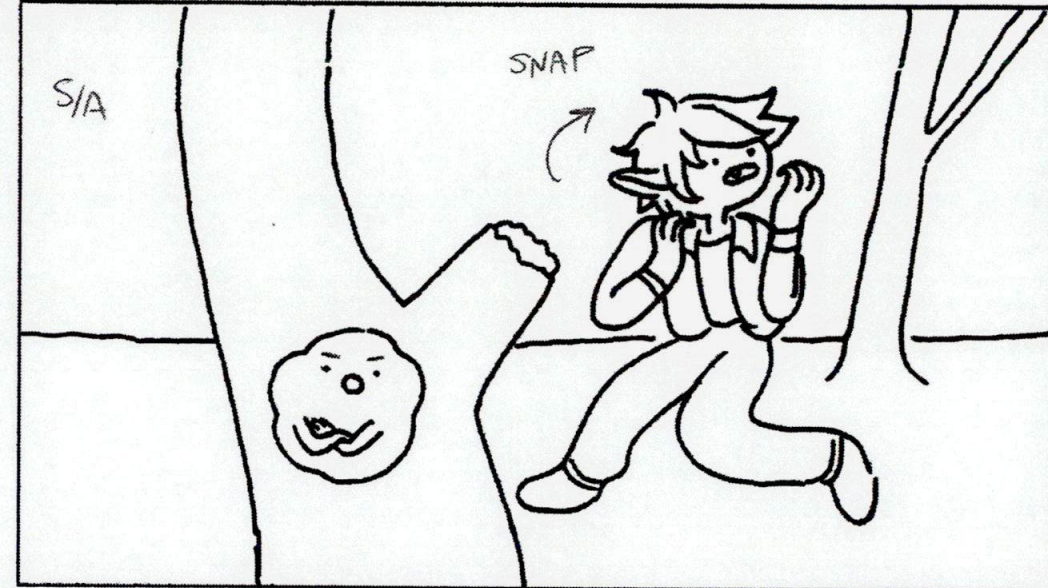
day night



Sc. 130 *CONT* Pnl. B

Bg.

day night



Dialog:

(LSP) WHAT! NO I'M NOT --

(ML) GASP! DID YOU HEAR THAT ?!!?

Action:



Timing:

OCT 30 2015

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Production :

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ADVENTURE TIME



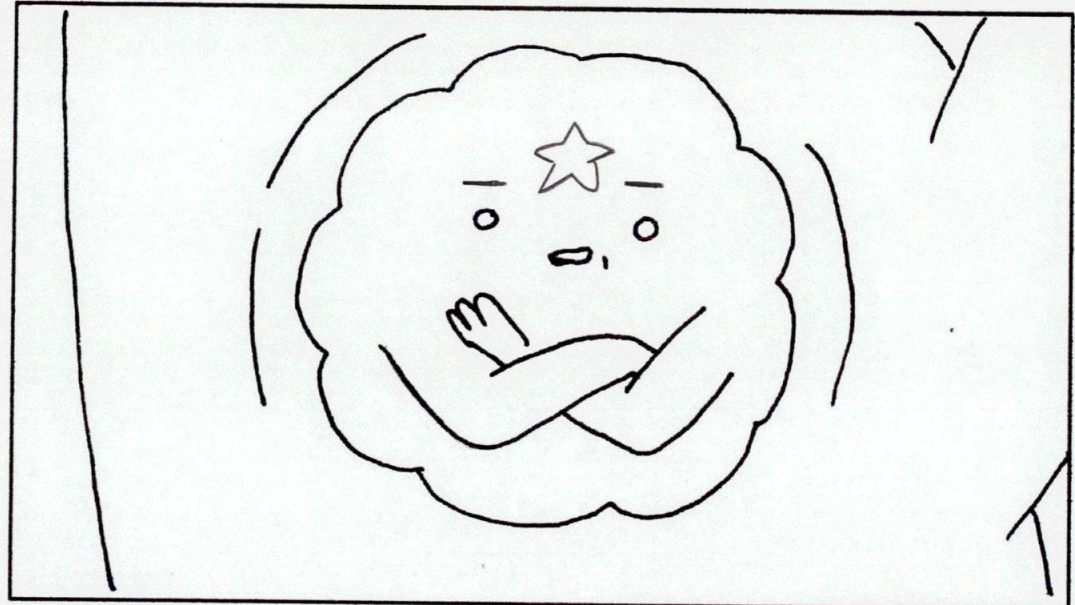
Page 215

Sc. 131

Pnl. A

Bg.

day night



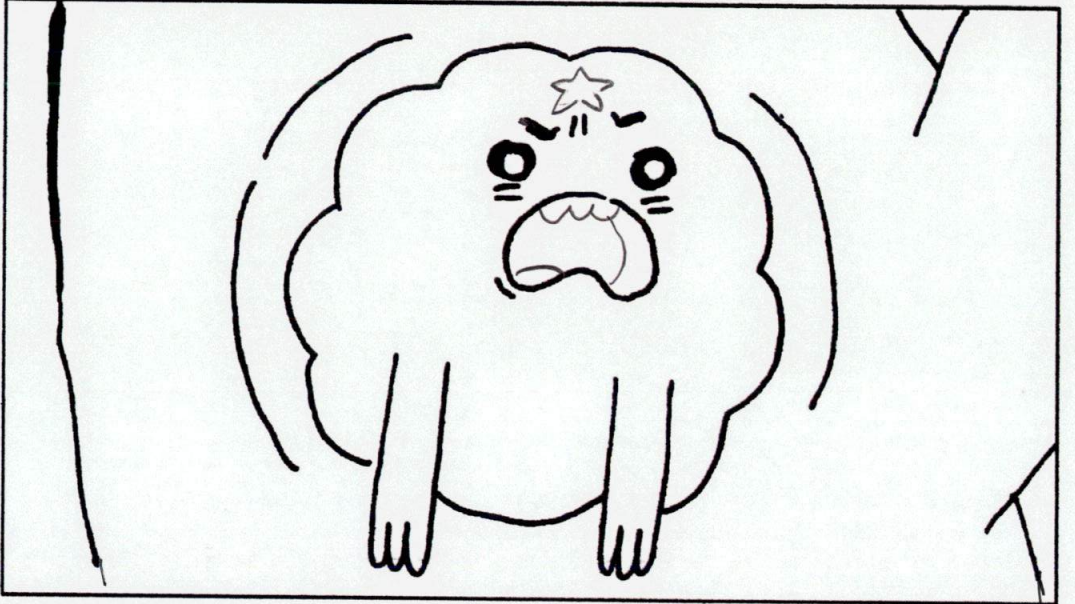
Sc. 131

cont

Pnl. B

Bg.

day night



Dialog:	
(LSP) HUH ???!?	
WHAT IS IT ??!	
Action:	
OCT 3 0 2015	
Timing:	

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Production :

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1034/237

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ADVENTURE TIME



Page 210

Sc. 132

Pnl. A

Bg.

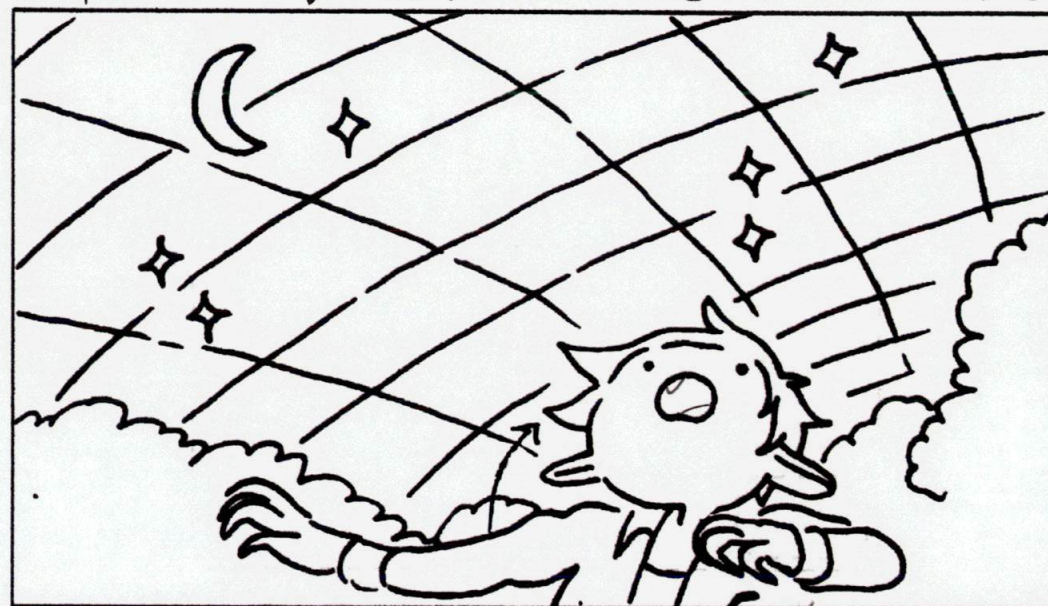
day night



Sc. 132 *cont* Pnl. B

Bg.

day night



Dialog:

(ML) IT'S ... IT'S ...

Action:

- ML LOOKS UP.

OCT 30 2015

Timing:

EPISODE # 1034-237

Production :

1034/237

1034/237

ADVENTURE TIME

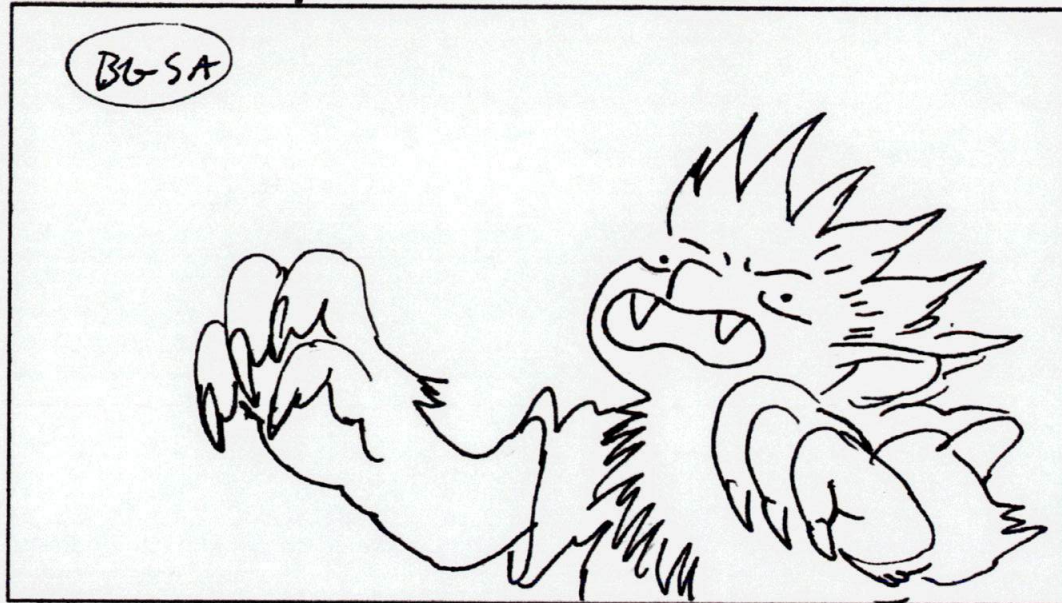


Page 217

Sc. 132 *CONT* Pnl. C

Bg.

day night



Sc. 132 *CONT* Pnl. D

Bg.

day night



Dialog:

Action:

-ML TRANSFORMS.

OCT 30 2015

Timing:

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Production :

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ADVENTURE TIME



Page 218

Sc. 132 *cont* Pnl. E

Bg.

day night



Sc. 132 *cont* Pnl. F

Bg.

day night



Dialog:

(ML) ROOAAAR!

Action:

-TRUCK OUT

OCT 30 2015

Timing:

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Production :

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1034/237

ADVENTURE TIME

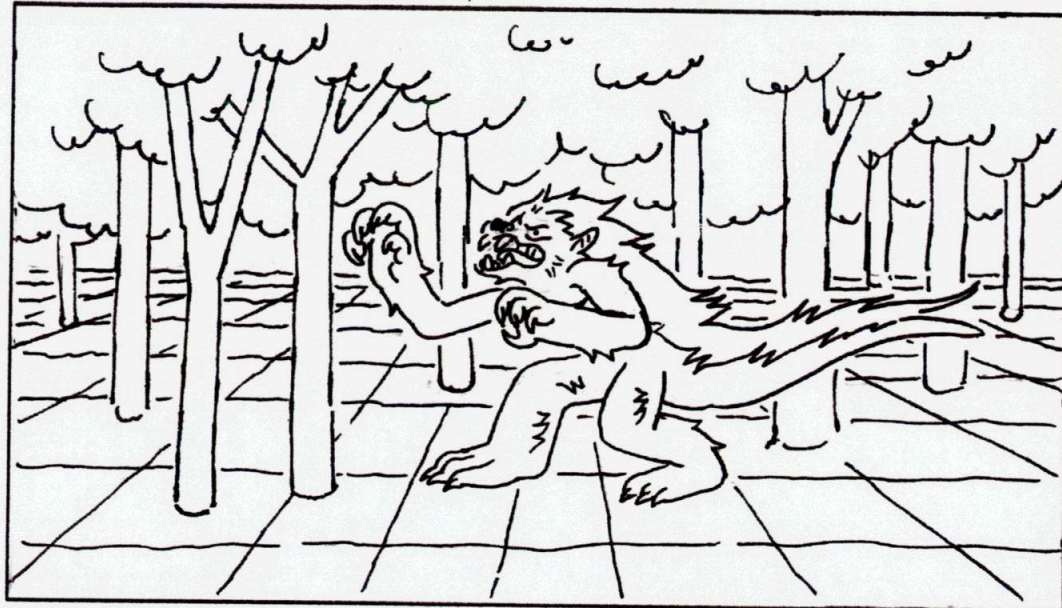


Page 219

Sc. 132 *cont* Pnl. G

Bg.

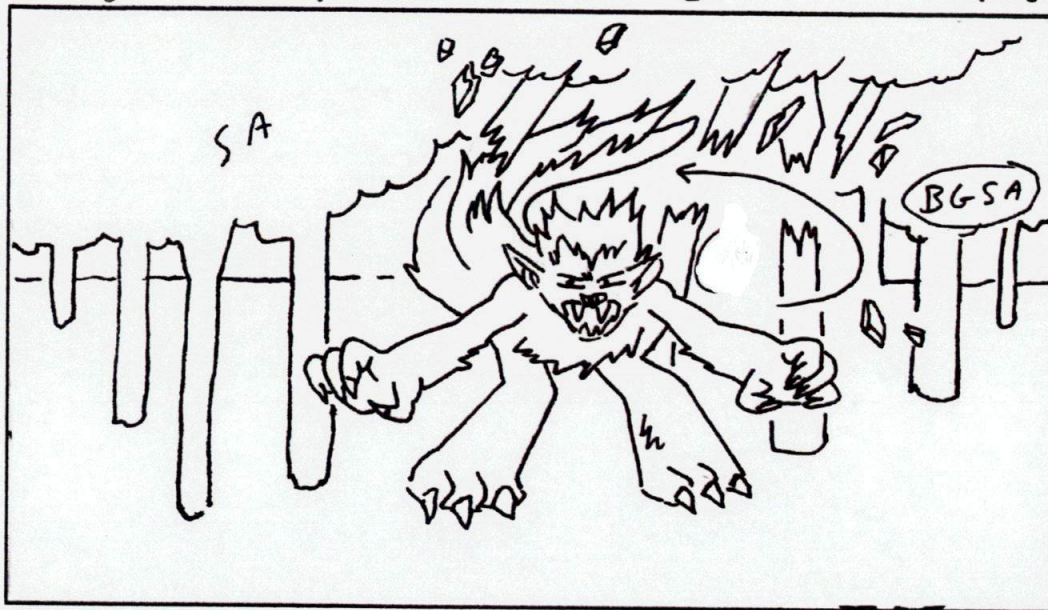
day night



Sc. 132 *cont* Pnl. H

Bg.

day night



Dialog:

(ML) THE SNOT GNOLL!

Action:

- ML SWINGS
TAIL AND SMASHES
TREES.

Timing:

SFX: CRASSH



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ADVENTURE TIME



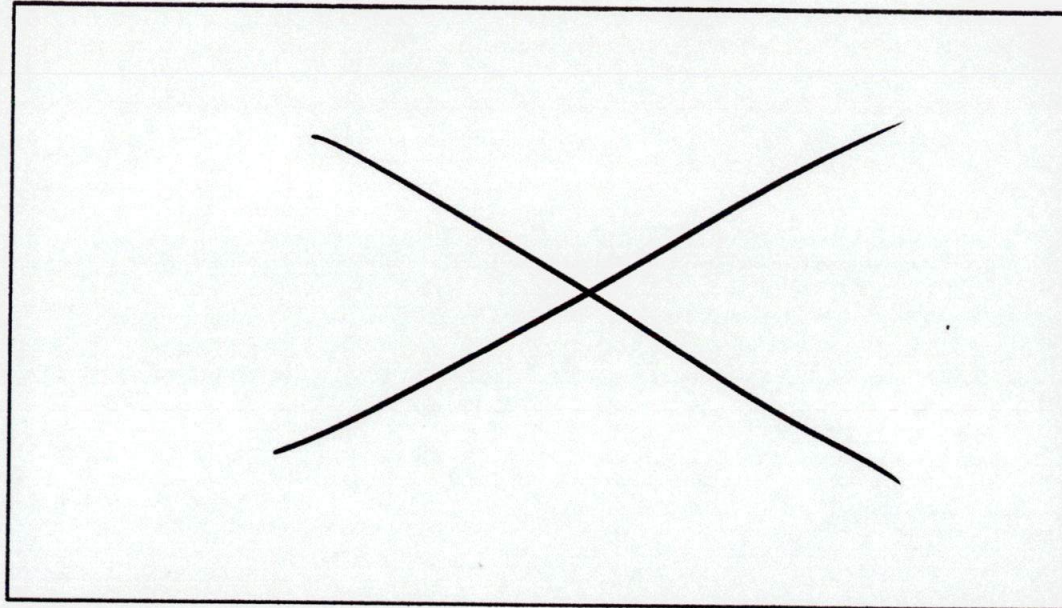
Page 220

Sc.

Pnl.

Bg.

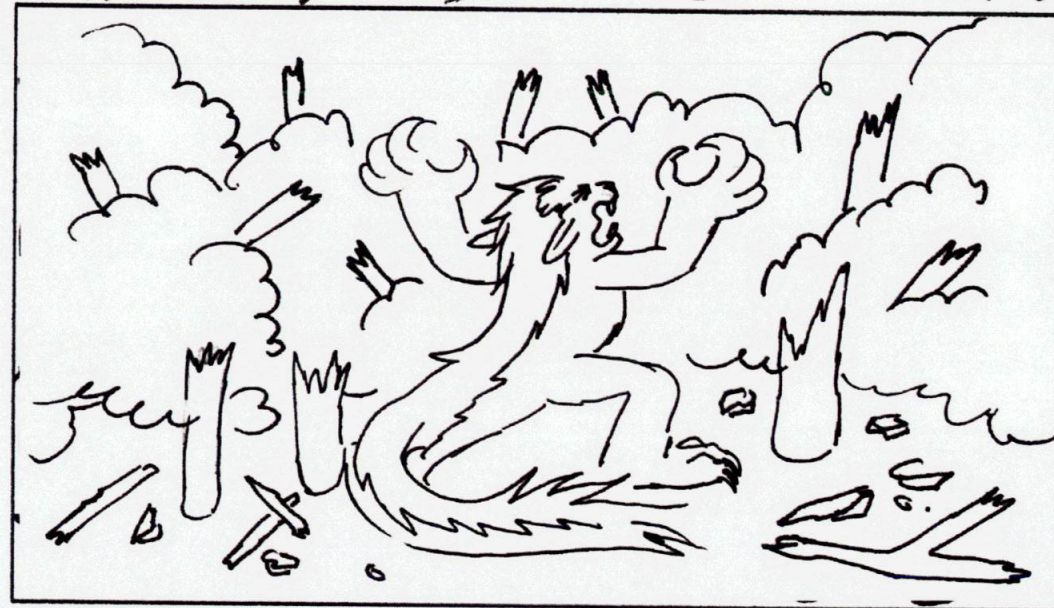
day night



Sc. 132 CONT Pnl. I

Bg.

day night



Dialog:

(ML) R A A R W R !

Action:

OCT 3 0 2015

Timing:

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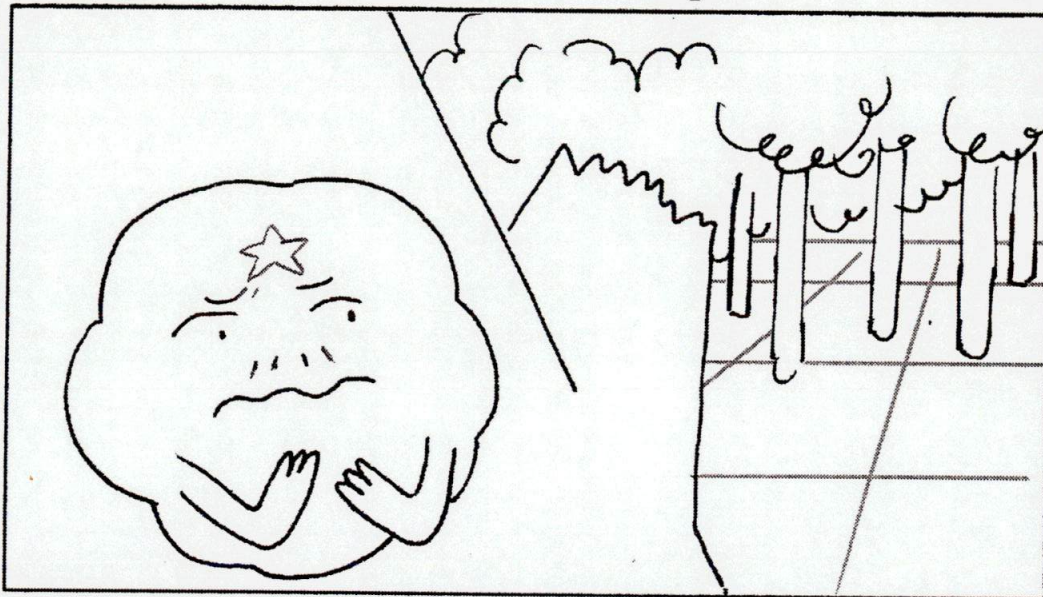
Page 221

Sc. 133

Pnl. A

Bg.

day night

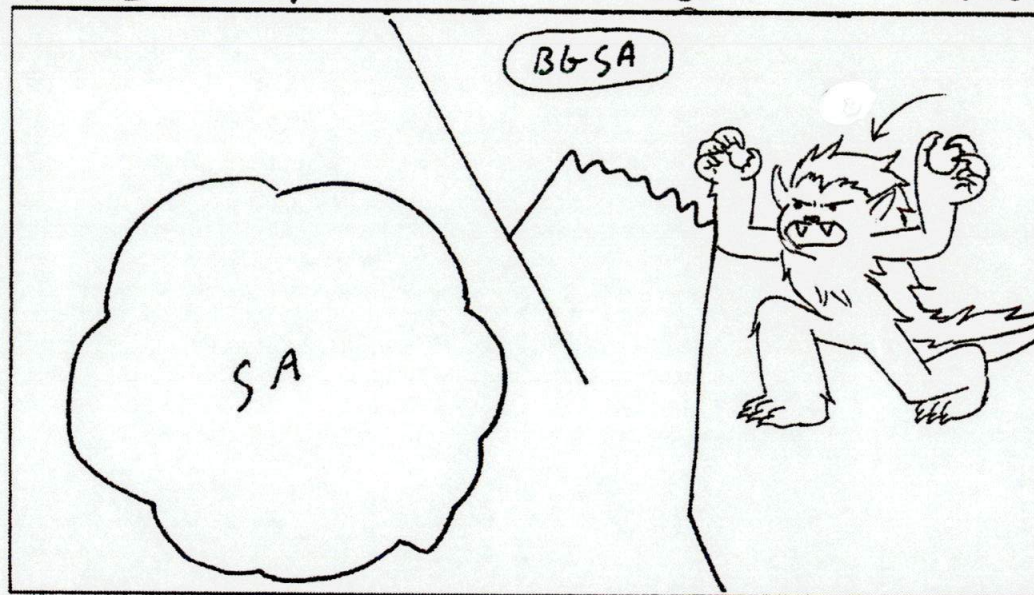


Sc. 133 *CONT*

Pnl. B

Bg.

day night



Dialog:

SFX: *CRASHH/*

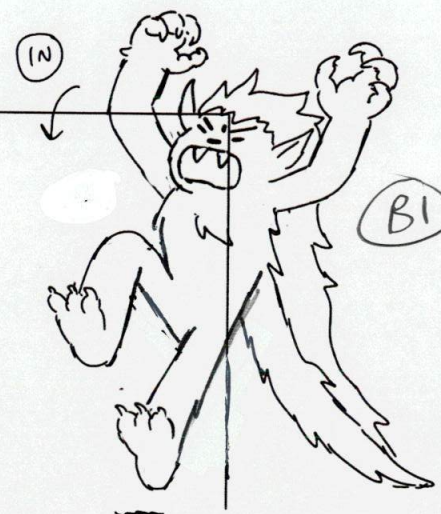
(ML) RAAAH!

Action:

-ML LEAPS ON/IS
DRAMATICALLY

Timing:

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ADVENTURE TIME

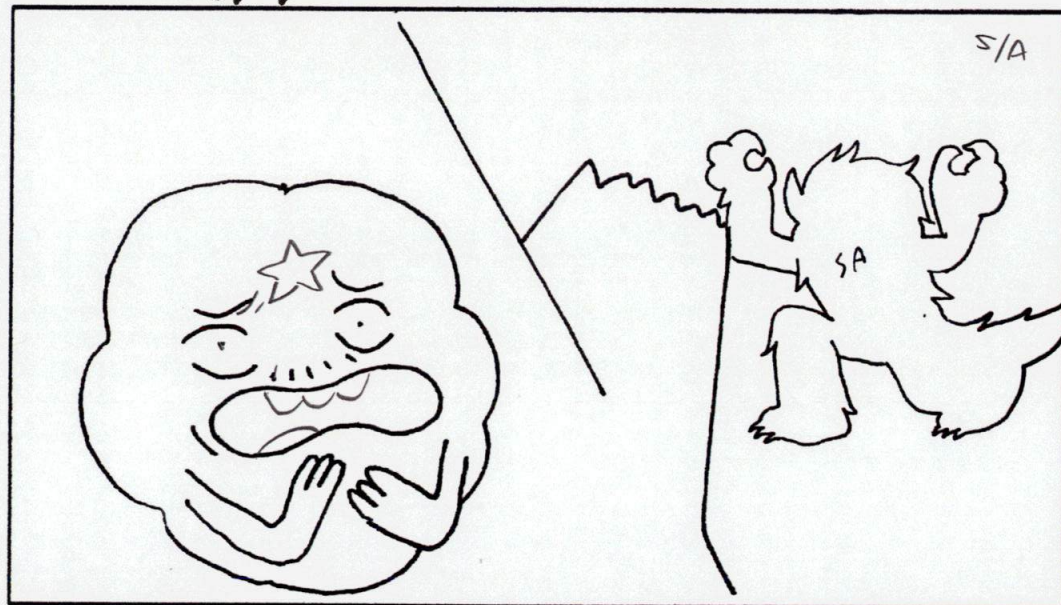


Page 222

Sc. 133 cont Pnl. C

Bg.

day night

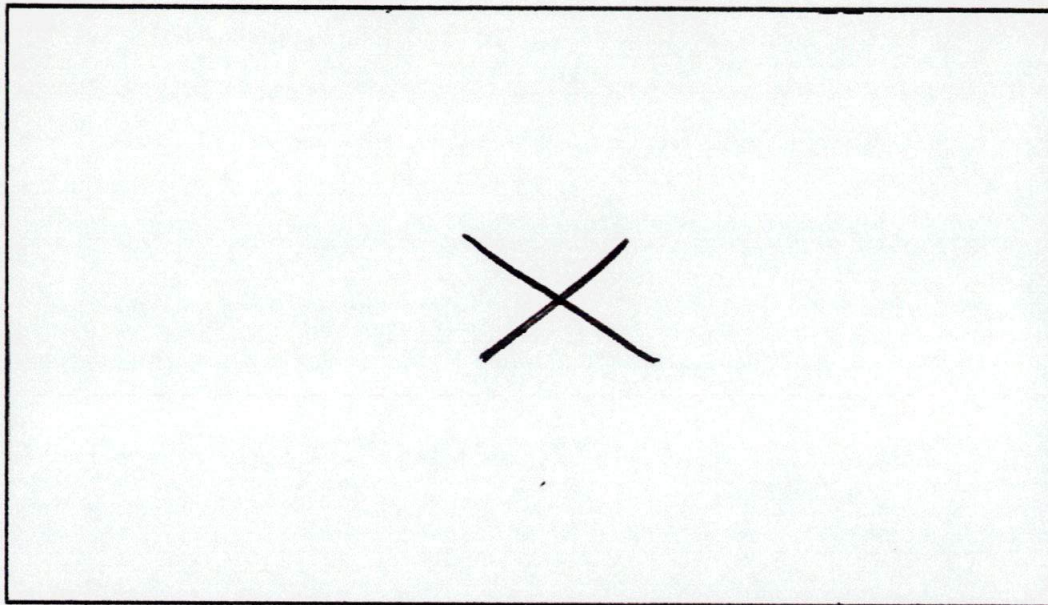


Sc.

Pnl.

Bg.

day night



Dialog:

(LSP) AAAAH!!!!

Action:

Timing:

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EPISODE #

1034/237

Production :

1034/237

ADVENTURE TIME

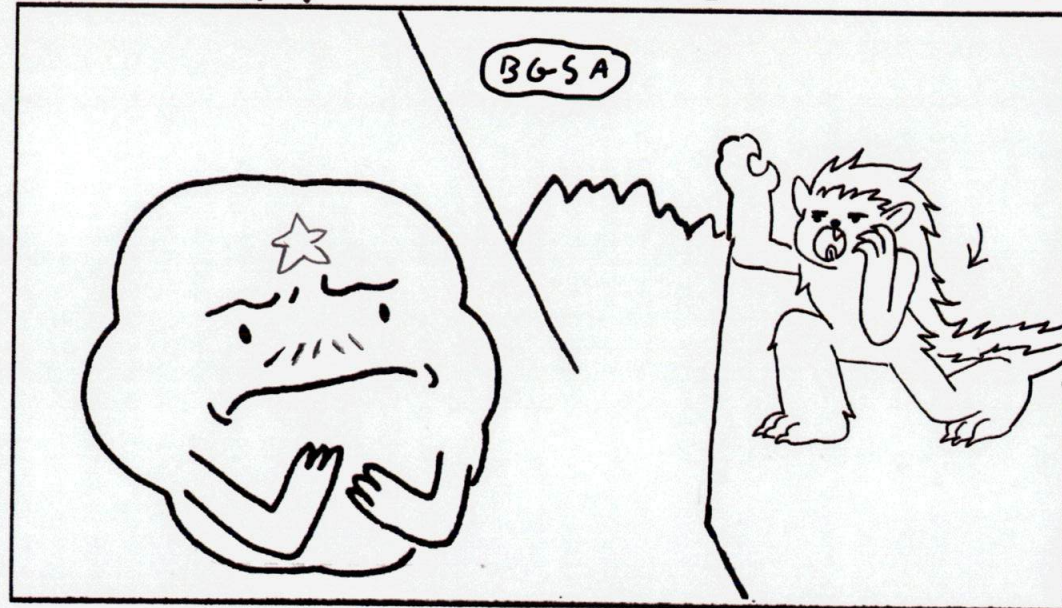


Page 223

Sc. 133 *CONT* Pnl. D

Bg.

day night



Sc. 133 *CONT* Pnl. E

Bg.

day night



Dialog:

(ML) UH OH! IT'S COMING
TOWARDS THE TREE, JACK!

(LSP) HNNNG!!
I'm STUCK!

Action:

- LSP STRUGGLES.

Timing:

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ADVENTURE TIME

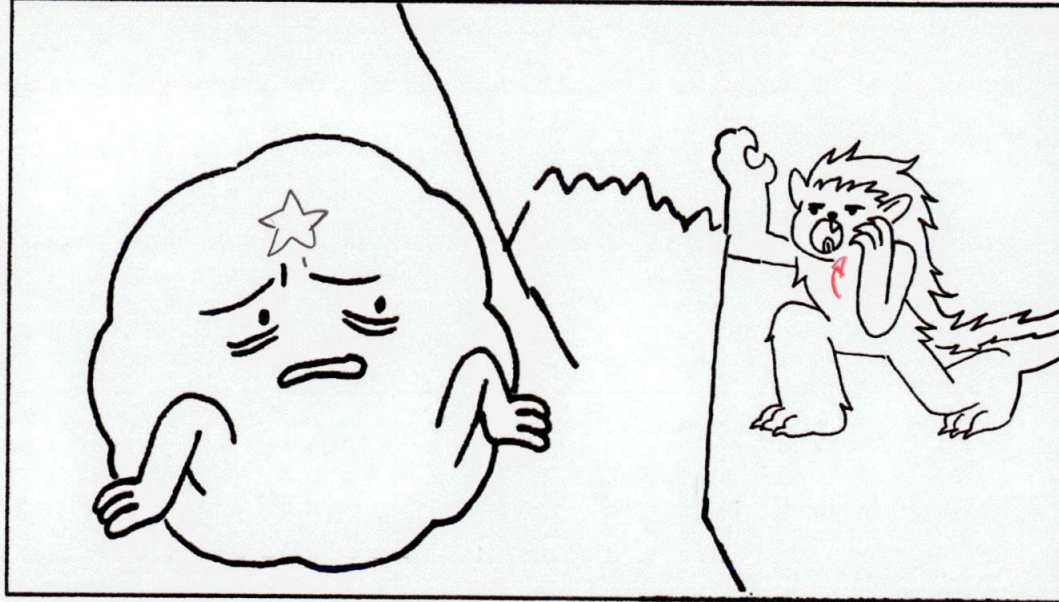


Page 224

Sc. 133 cont Pnl. F

Bg.

day night

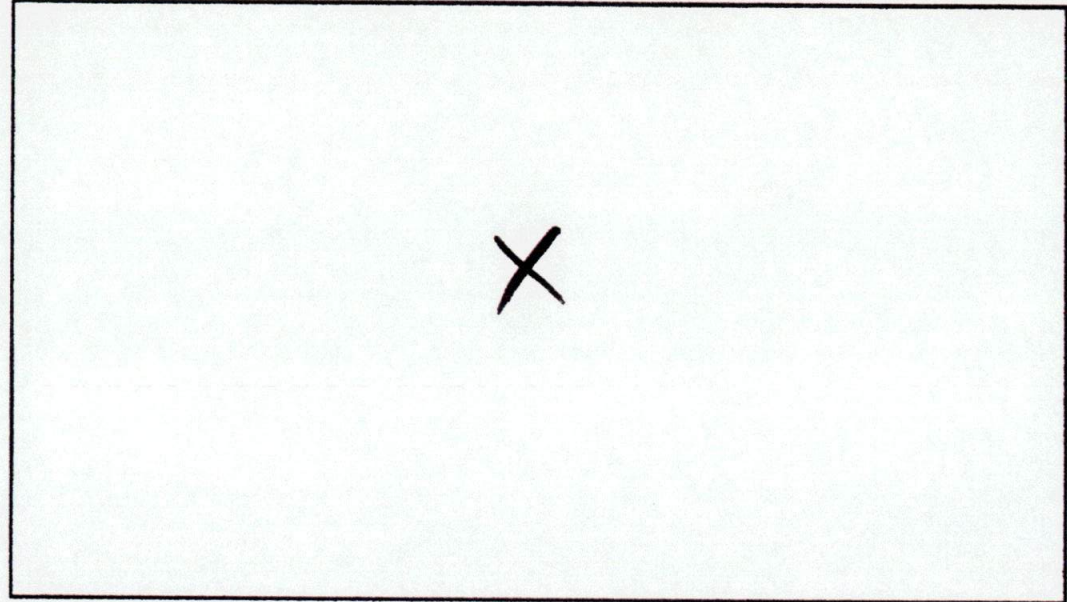


Sc.

Pnl.

Bg.

day night



Dialog:

(ML) I'll PROTECT YOU,
BEAUTIFUL PRINCE!

Action:

OCT 30 2014

Timing:

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ADVENTURE TIME



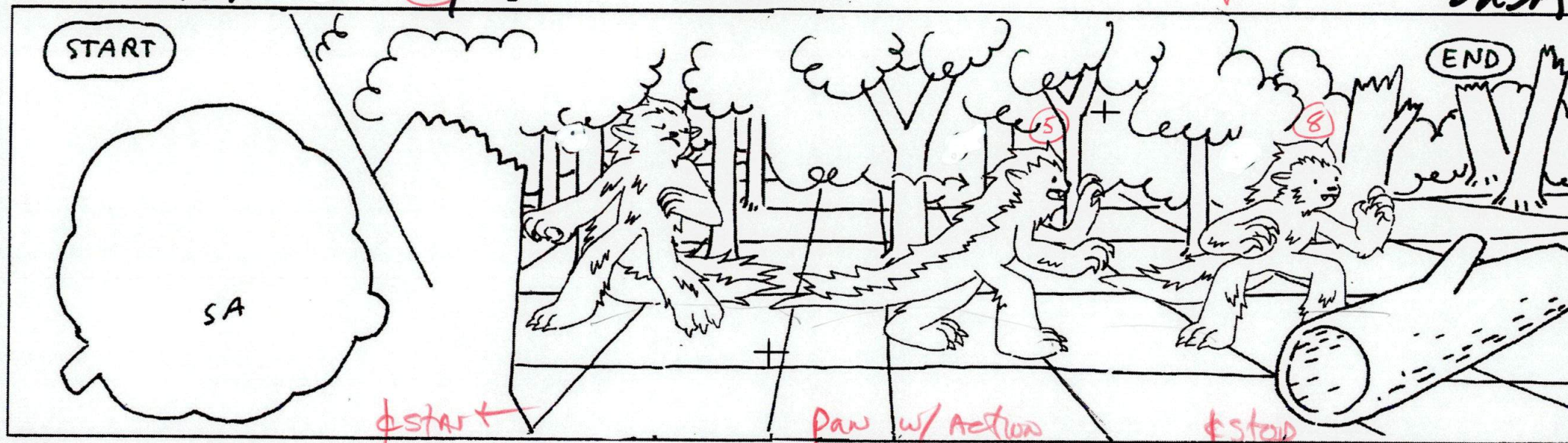
Sc. 133 CONT

G Bg.

day night

Page 225

225A NEXT



Dialog:

SFX: THMP THMP THMP

Action:

ML STAMPS
OVER TO LOG
PAN W/ ML.

- * MORE POSES ON PG. 225A *

Timing:

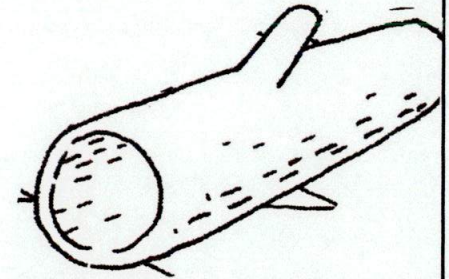
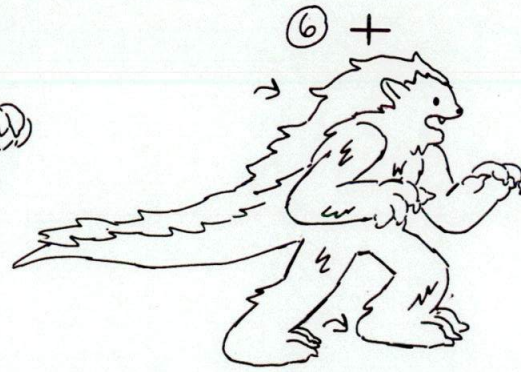
OCT 30 2015

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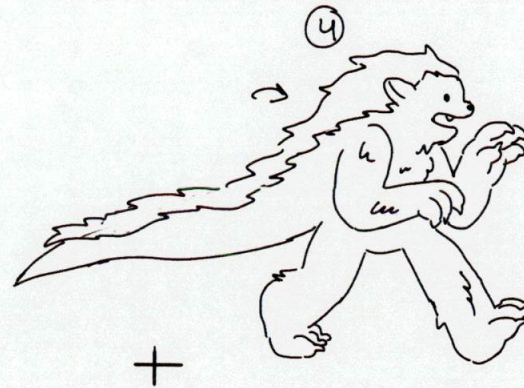
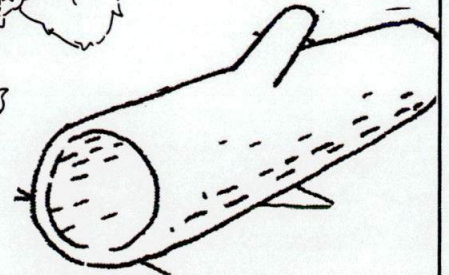
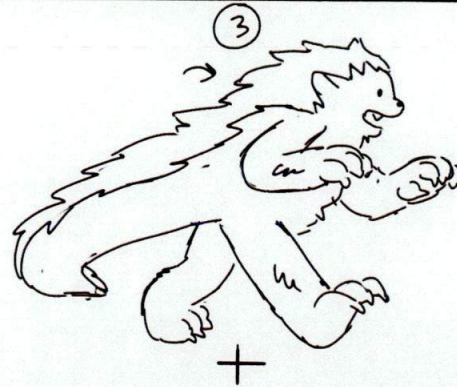
1034/237

1034/237

B6/SA

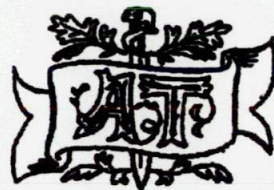


B6/SA



OCT 30 2015

ADVENTURE TIME

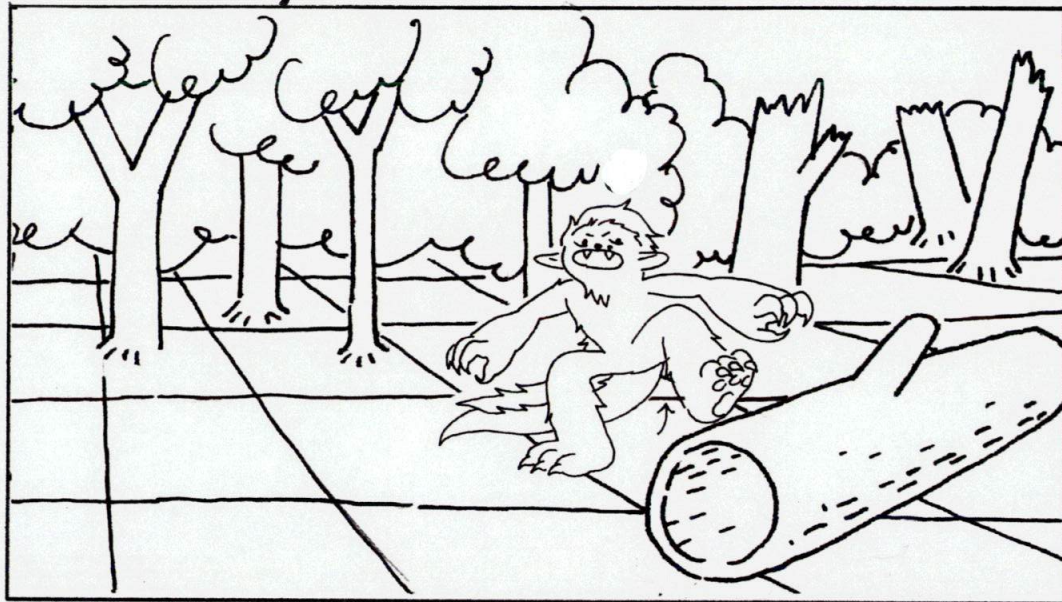


Page 226

Sc. 133 *CONT* Pnl. H

Bg.

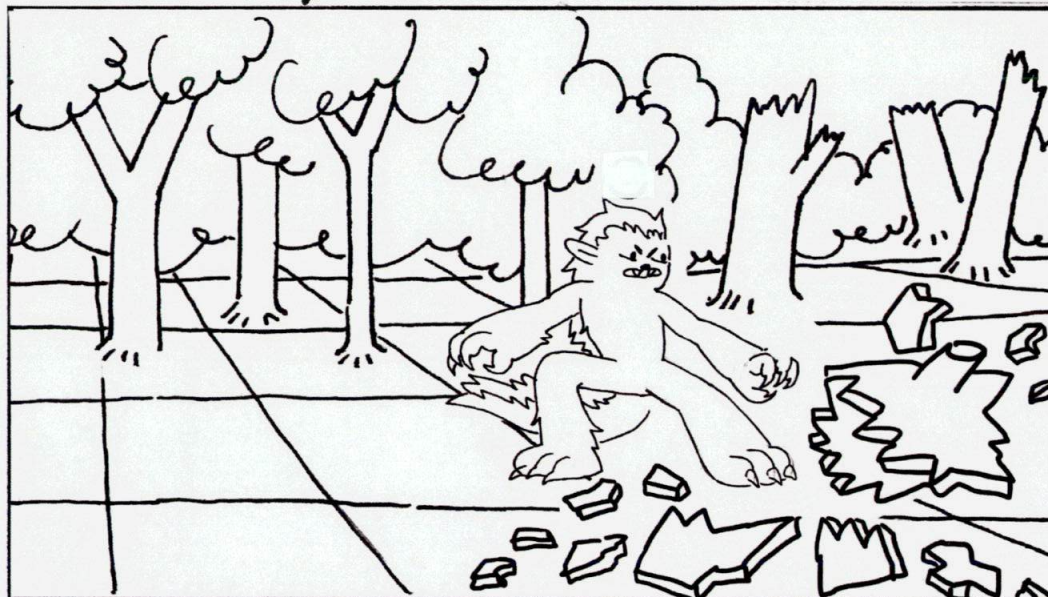
day night



Sc. 133 *CONT* Pnl. I

Bg.

day night



Dialog:

(ML) STEP OFF, SNOT GNOLL!

Action:



Timing:

SFX *CRAASH*

- ML SMASHES LOG.

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ADVENTURE TIME

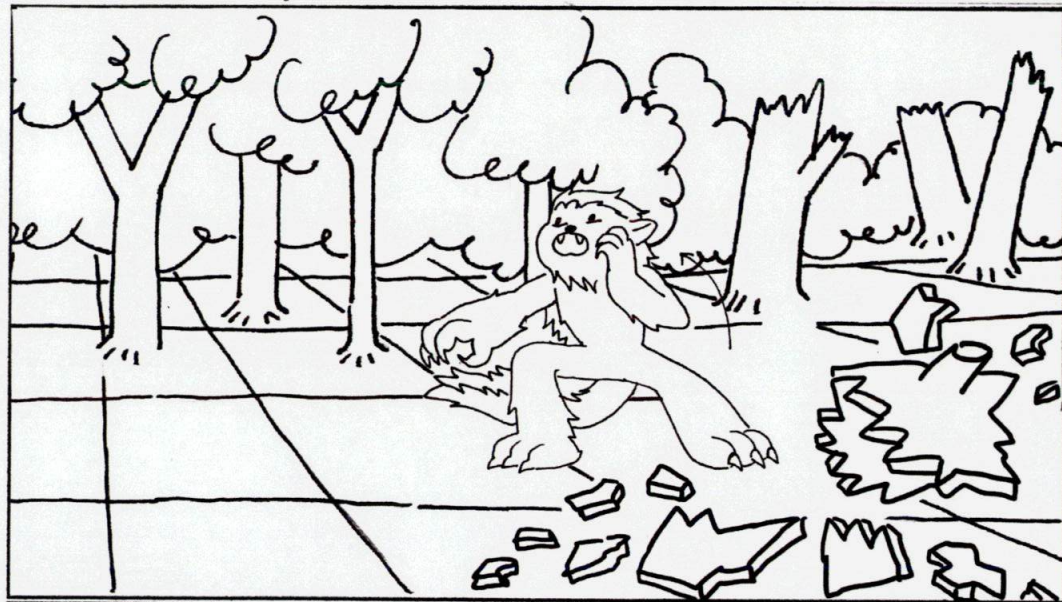


Page 227

Sc. 133 *CONT* Pnl. *J*

Bg.

day night



Sc. 134

Pnl. *A*

Bg.

day night



Dialog:

OH,
(ML) I HIT IT!

(LSP) GET 'EM MICHAEL DEAN!

Action:

Timing:

OCT 30 2011

Production :

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ADVENTURE TIME

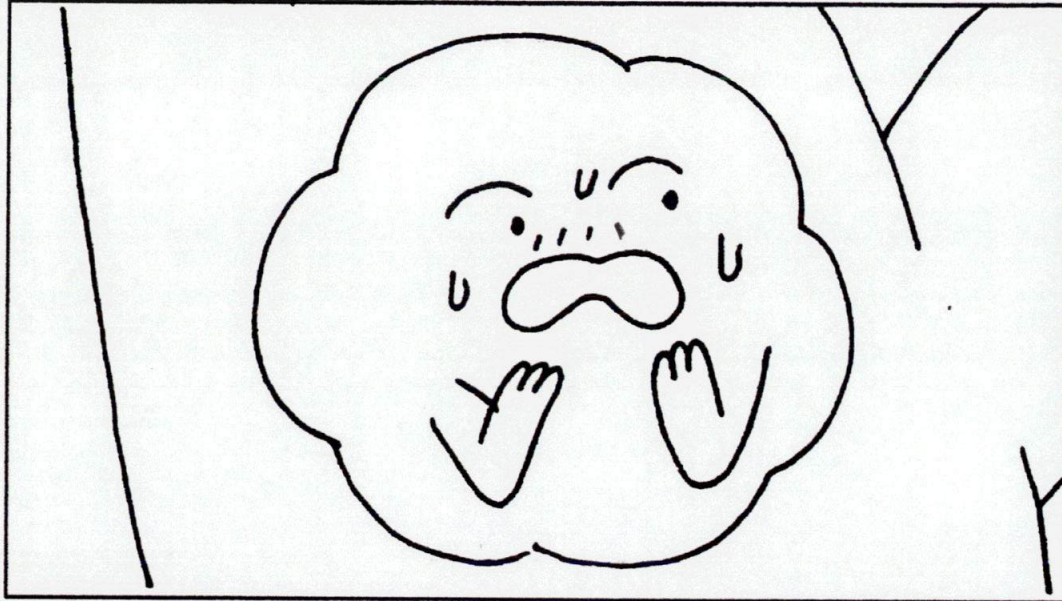


Page 228

Sc. 134 CONT Pnl. B

Bg.

day night



Sc. 134 CONT Pnl. C

Bg.

day night



Dialog:

Sfx: (o/s)
= *CRASH*

Action:

(ML) (o/s)
GAAAH! IT- IT GOT
ME! RIGHT IN THE GUT

Timing:

OCT 30 2015

Production :

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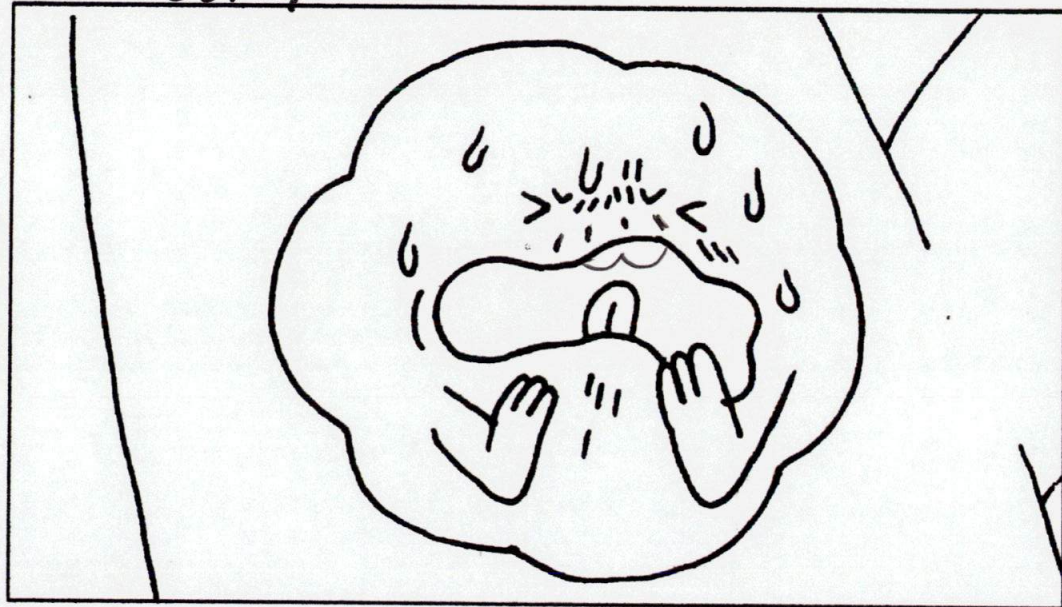
1034/237

ADVENTURE TIME



Page 229

Sc. 134 *cont* Pnl. D Bg. day night



Sc. 135 Pnl. A Bg. day night



Dialog:

(LSP) NOOOOOO!

Action:

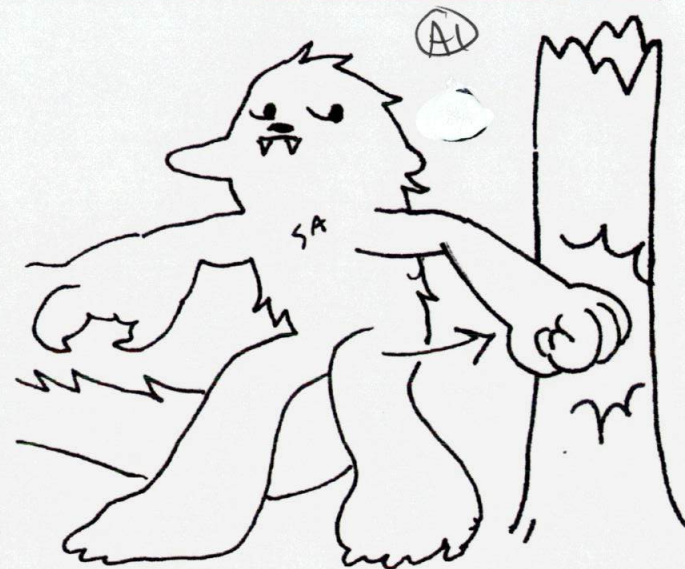
(ML) [WEAK GRUNT]

A, B, A SEX: CRUNCH

- ML HITS TREE

Timing:

OCT 30 2015



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ADVENTURE TIME



Page 230

Sc. 135 CONT Pnl. B

Bg.

day night

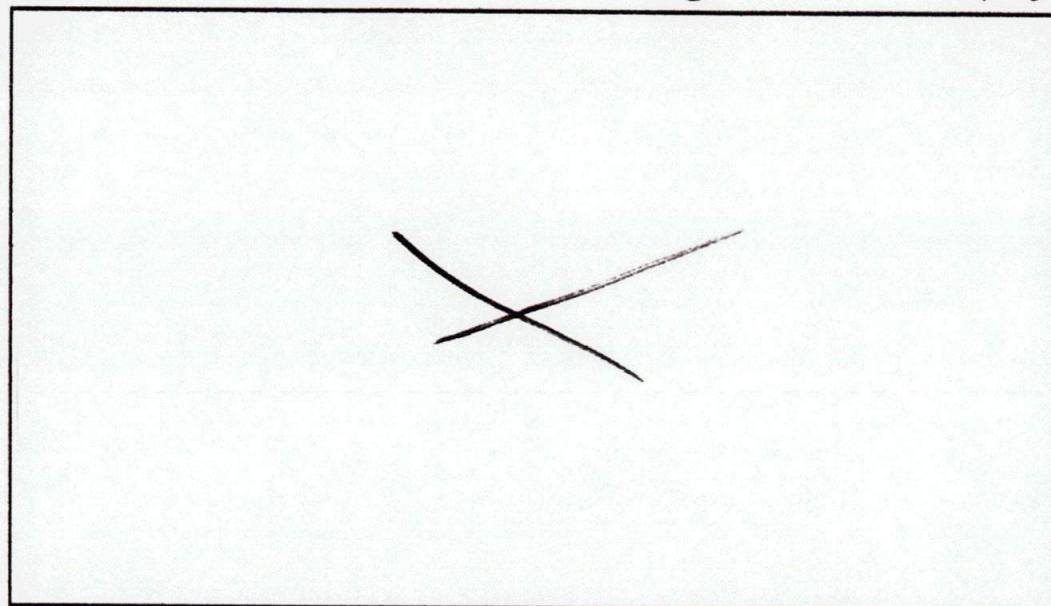


Sc.

Pnl.

Bg.

day night



Dialog:

(ML) I GOT ONE LAST HIT IN!

Action:

Timing:

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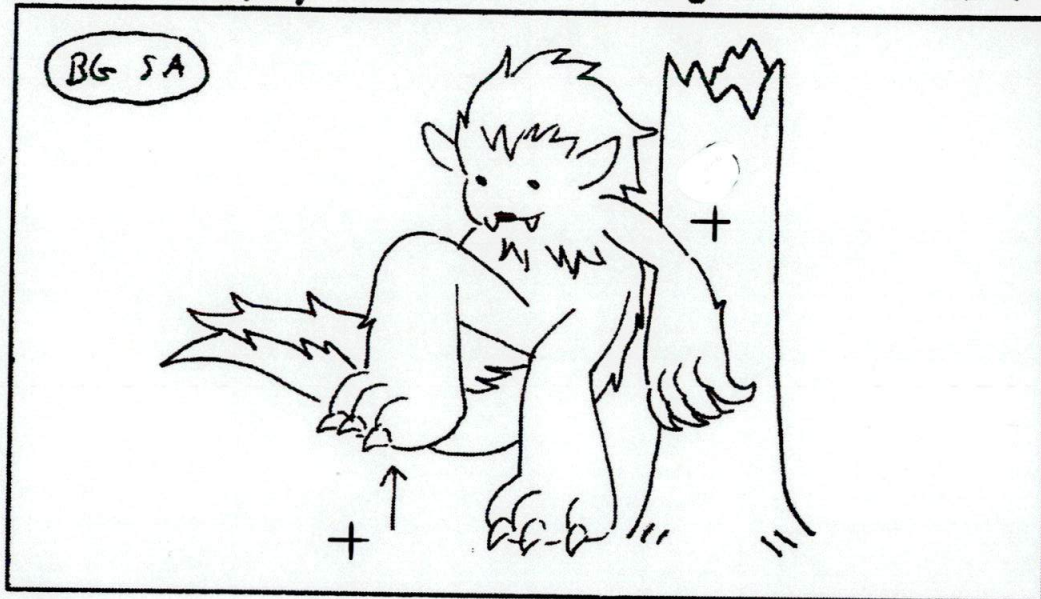
ADVENTURE TIME



Sc. 135 CONT Pnl. C

Bg.

day night



Sc. 135 CONT Pnl. D

Bg.

Page 231

231/ANEXT



EPISODE # 1034-237

Dialog:

(ML) IT'S RUNNING AWAY!

Action:

SFX: CRUNCH
= CRUNCH
CRUNCH
CRUNCH
CRUNCH

Timing:



- ML STARTS CHANGING BACK TO HUMANOID FORM

OCT 30 2015



ADVENTURE TIME



Sc. 135 *cont* Pnl. E

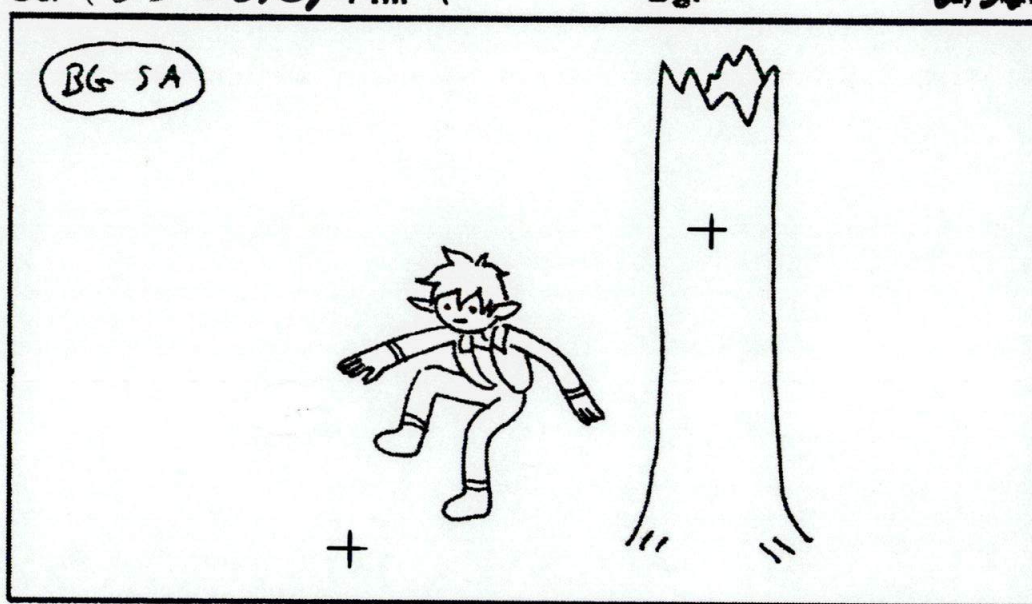
Ba.

day night

Sc. 135 *cont* Pnl. F

Bg.

Page 231 A
222 NEXT



Dialog:

Action:

Timing:

SFX: CRUNCH
= CRUNCH
CRUNCH
CRUNCH
CRUNCH



ML BACK TO
HUMANOID FORM -



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ADVENTURE TIME

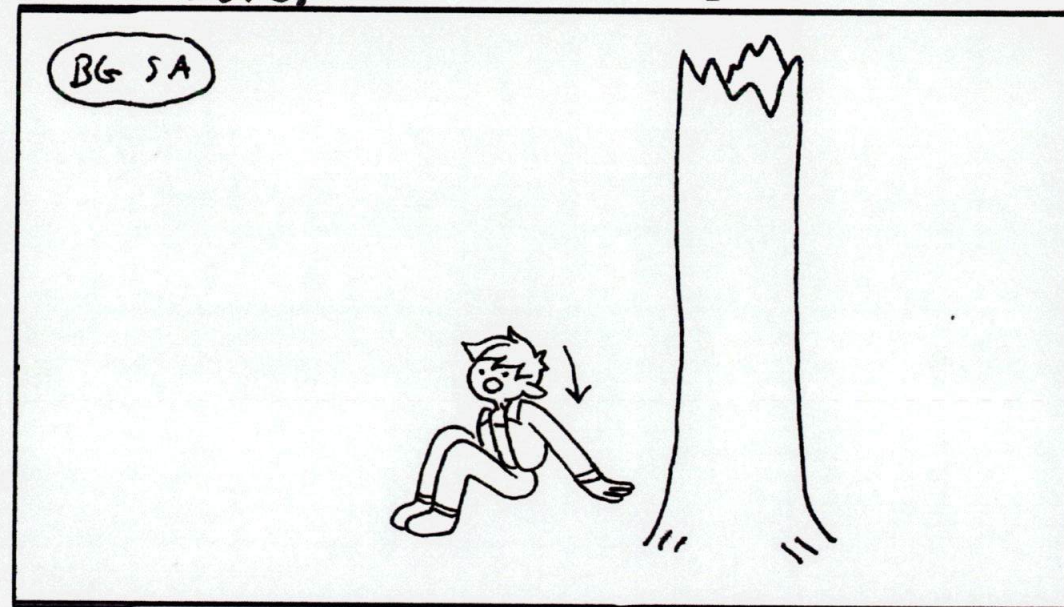


Page 232

Sc. 135 *CONT* Pnl. G

Bg.

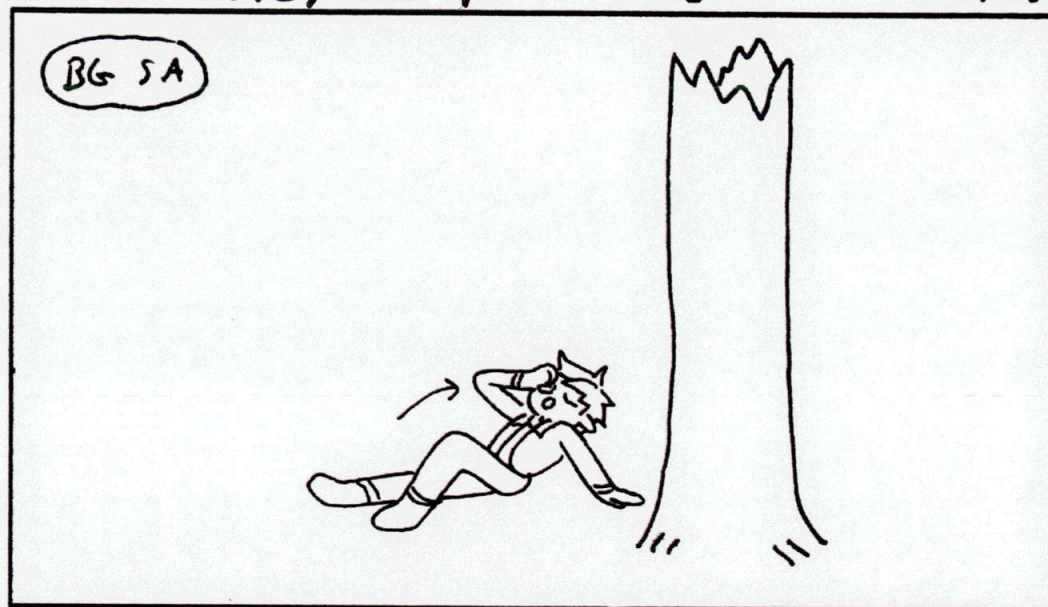
day night



Sc. 135 *CONT* Pnl. H

Bg.

day night



Dialog:

Action:

Timing:

-ML SITS DOWN.

(ML) COUGH
COUGH
I.. I THINK THIS
IS THE END FOR
ME...

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ADVENTURE TIME



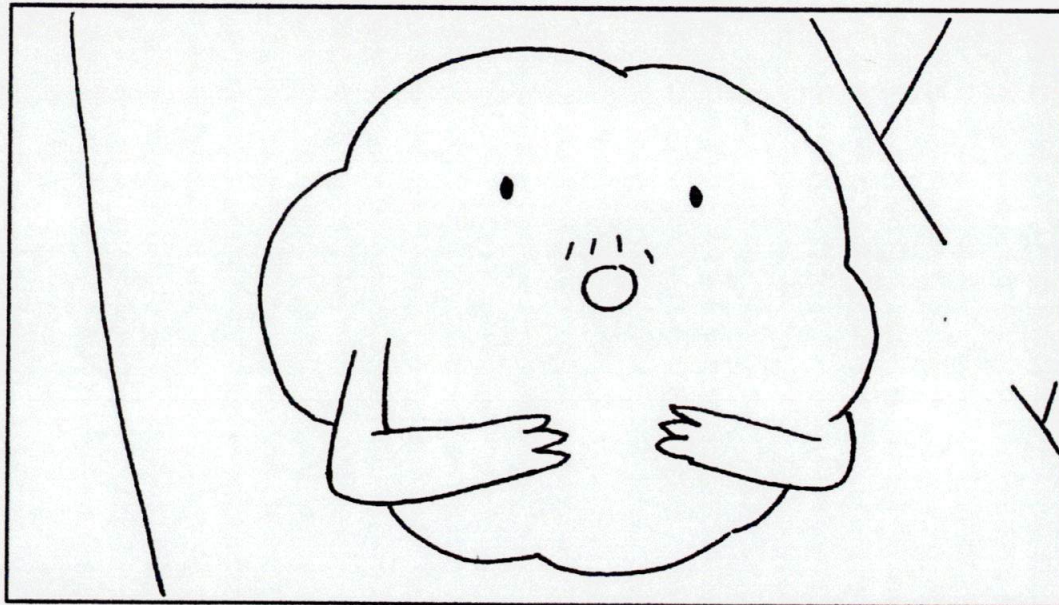
Page 233

Sc. 136

Pnl. A

Bg.

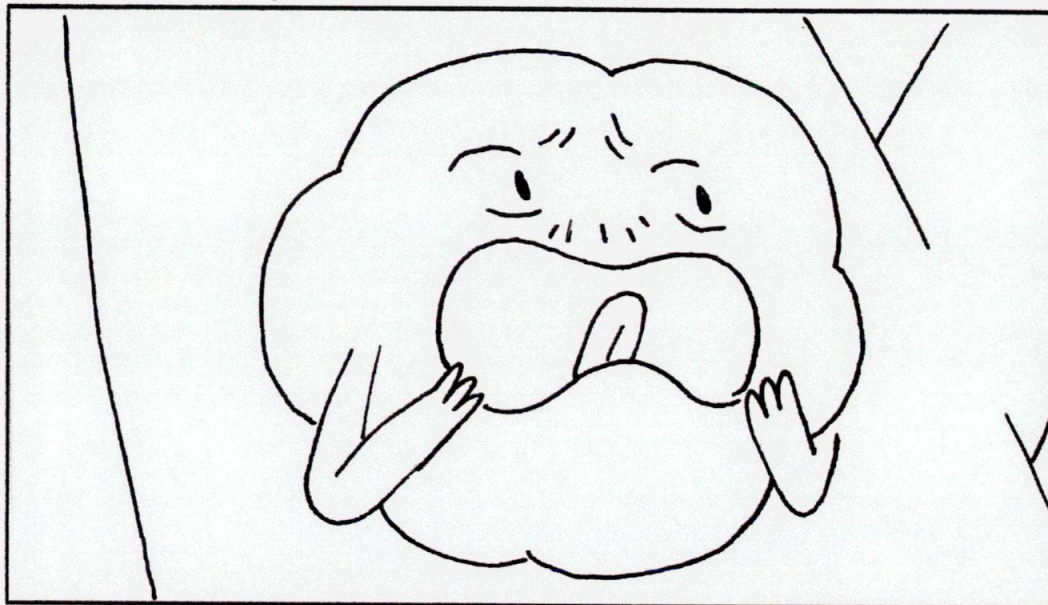
day night



Sc. 136 *cont* Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

RALLY

(LSP) MICHAEL
DEAAAN!!!

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Production :

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ADVENTURE TIME



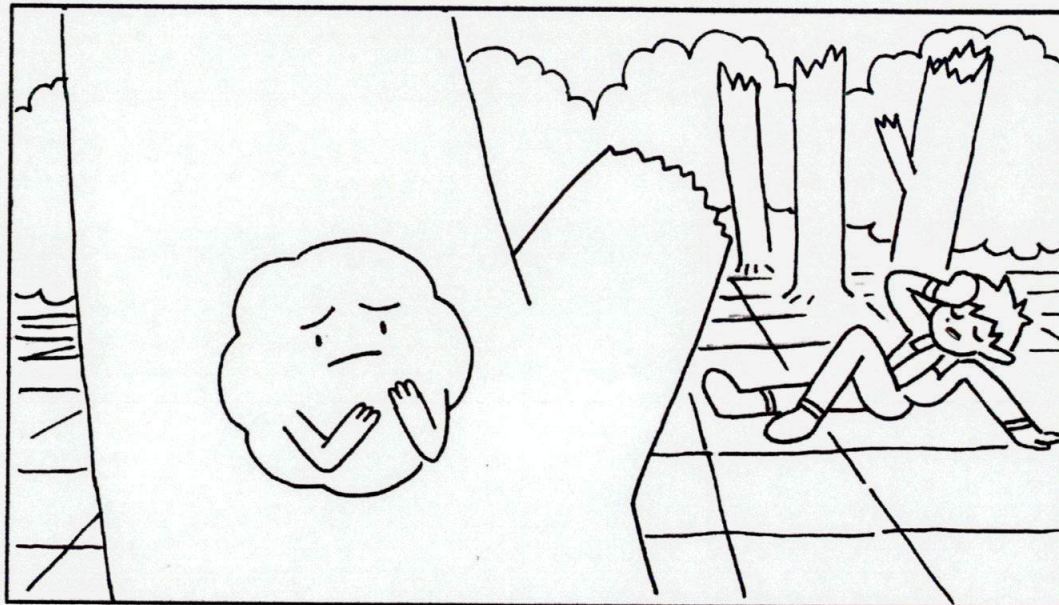
Page 234

Sc. 137

Pnl. A

Bg.

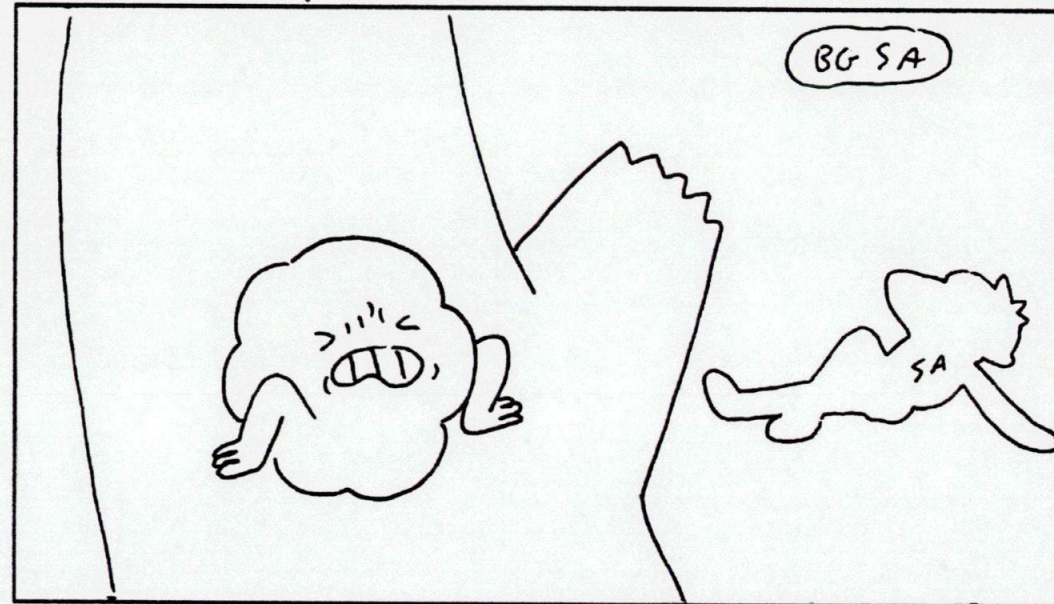
day night



Sc. 137 *cont* Pnl. B

Bg.

day night



Dialog:

(LSP) RRRRRR!!!

Action:

- ML STRUGGLES,

OCT 30 2015

Timing:

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ADVENTURE TIME

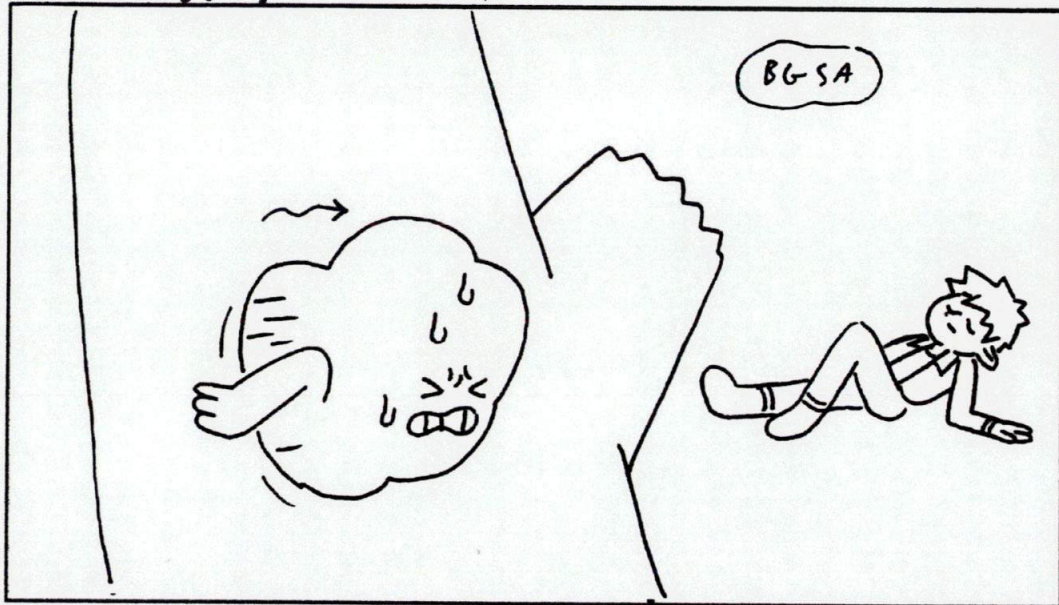


Page 235

Sc. 137 *cont* Pnl. C

Bg.

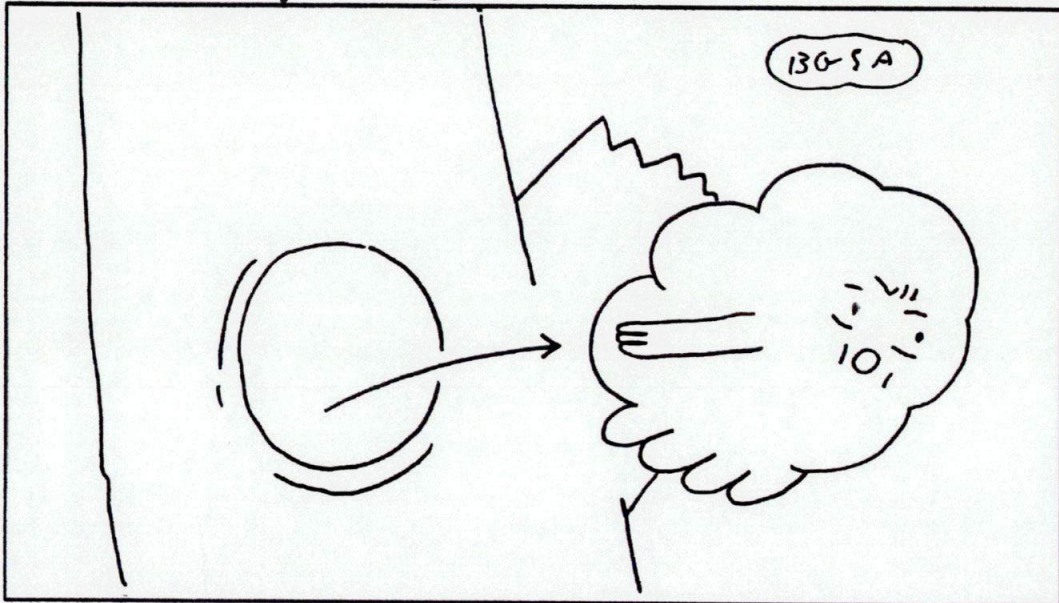
day night



Sc. 137 *cont* Pnl. D

Bg.

day night



Dialog:

(LSP) R R R R ---

(LSP) R A G H!

Action:

SFX: * POP! *

Timing:

OCT 30 2015

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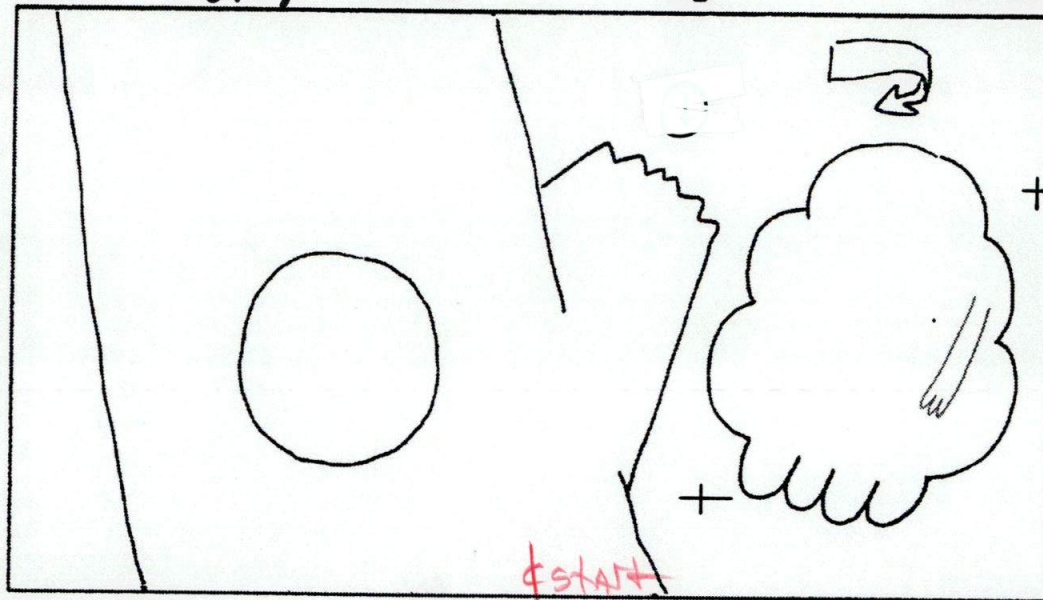


Page 236

Sc. 137 *cont* Pnl. E

Bg.

day night

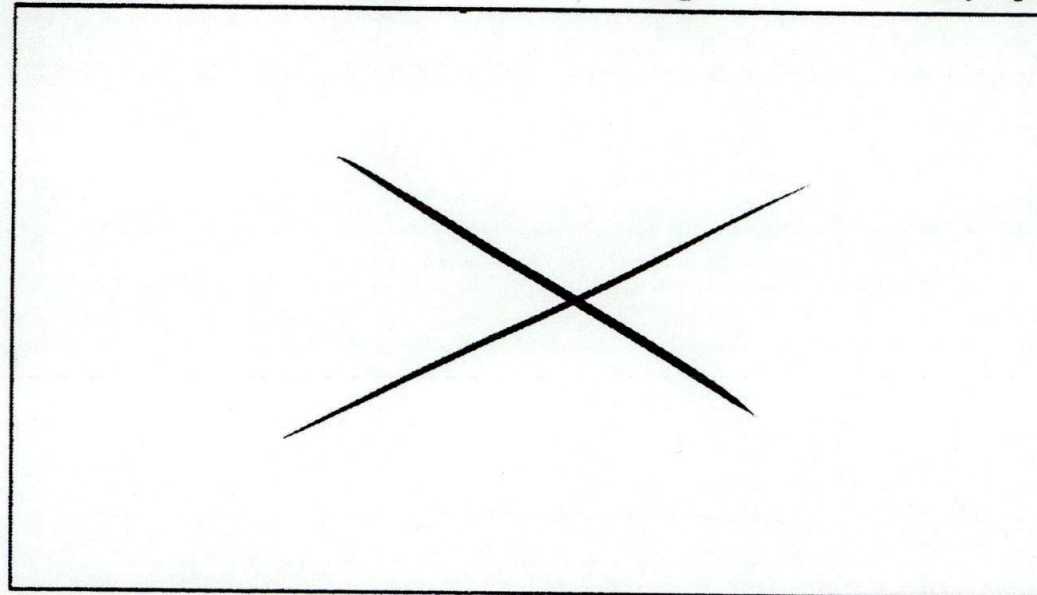


Sc.

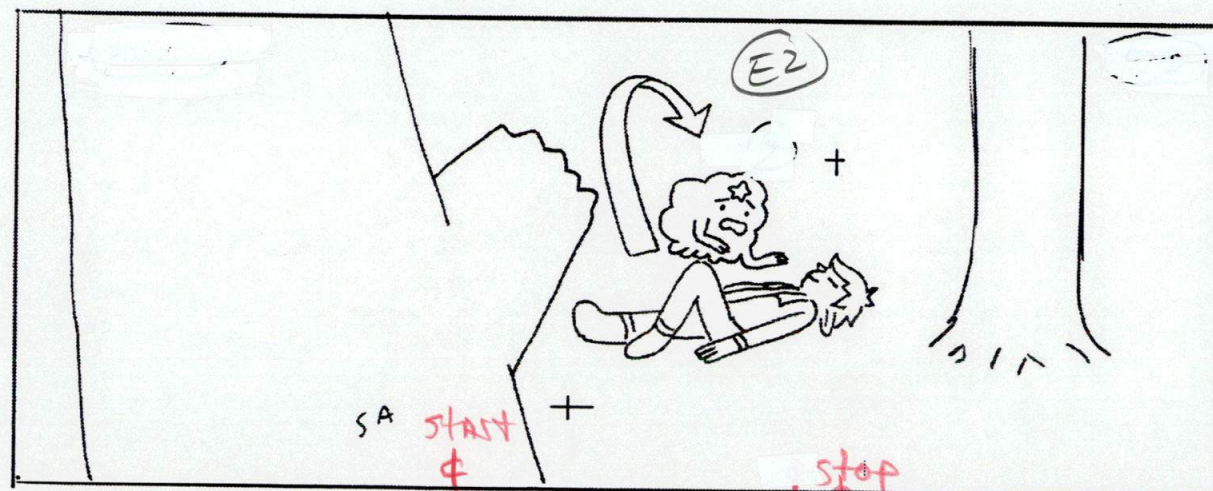
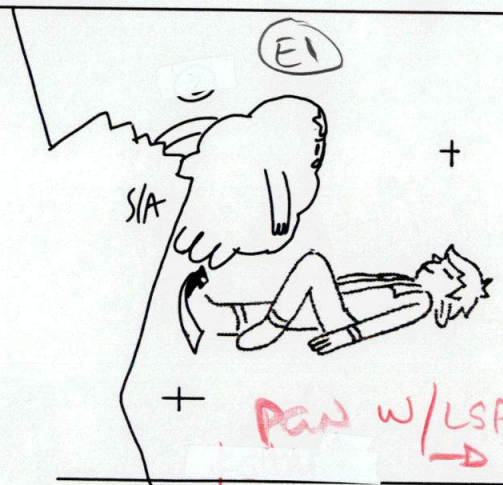
Pnl.

Bg.

day night



Dialog:



-LSP FLIES
OVER TO ML.

-PAN TO ML.

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Production :

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ADVENTURE TIME



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Sc. 138 CONT Pnl. E

Bg.

day night



Sc. 139

Pnl. A

Bg.

day night



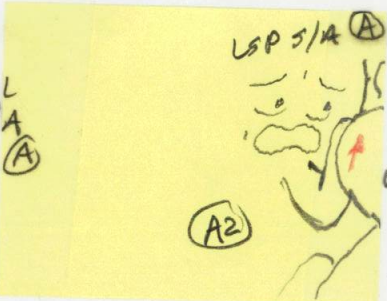
Dialog:

SFX: fwump

LSP I WON'T LET YOUR
SACRIFICE BE WASTED

Action:

LSP
S/A (A)



LSP
Rubs ML'S FACE

Timing:

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ADVENTURE TIME



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Sc. 138 *cont* Pnl. *c*

Bg.

day night



Sc. 138 *cont* Pnl. *D*

Bg.

day night



Dialog:

ML AND LIVE!!!!
LIIIIIVE!!!!!!

Action:

Timing:

ML: [DYING NOISE]

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Sc. 138

Pnl. A

Bg.

day night



Sc. 138 *CONT* Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

(ML) IT'S ... TOO LATE FOR ME, beautiful
TAKE THE POTION... PRINCE,
TAKE IT...



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Sc. 139 *CONT* Pnl. B

Bg.

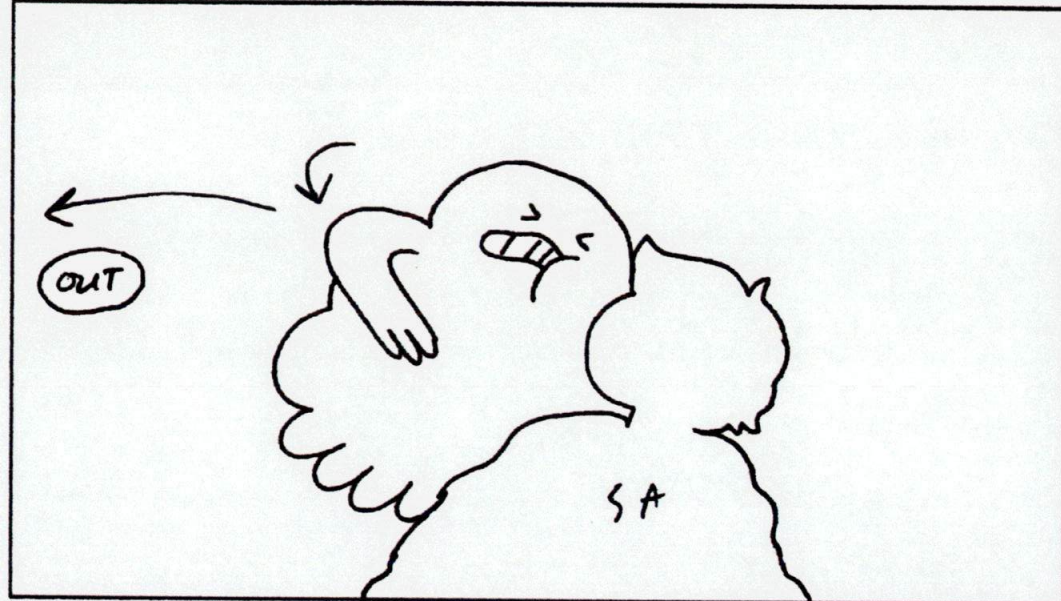
day night



Sc. 139 *CONT* Pnl. C

Bg.

day night



Dialog:

SFX: GLUG
= GLUG
GLUG!

Action:

- LSP THROWS BOTTLE OFFK.

Timing:



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Sc. 139 *CONT* Pnl. D

Bg.

day night



Sc. 139 *CONT* Pnl. E

Bg.

day night



Dialog:

SFX: (O/S)
= *CRSH*

Action:

- ML OPENS HIS EYES.

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Timing:

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Sc. 139 *CONT* Pnl. F

Bg.

day night

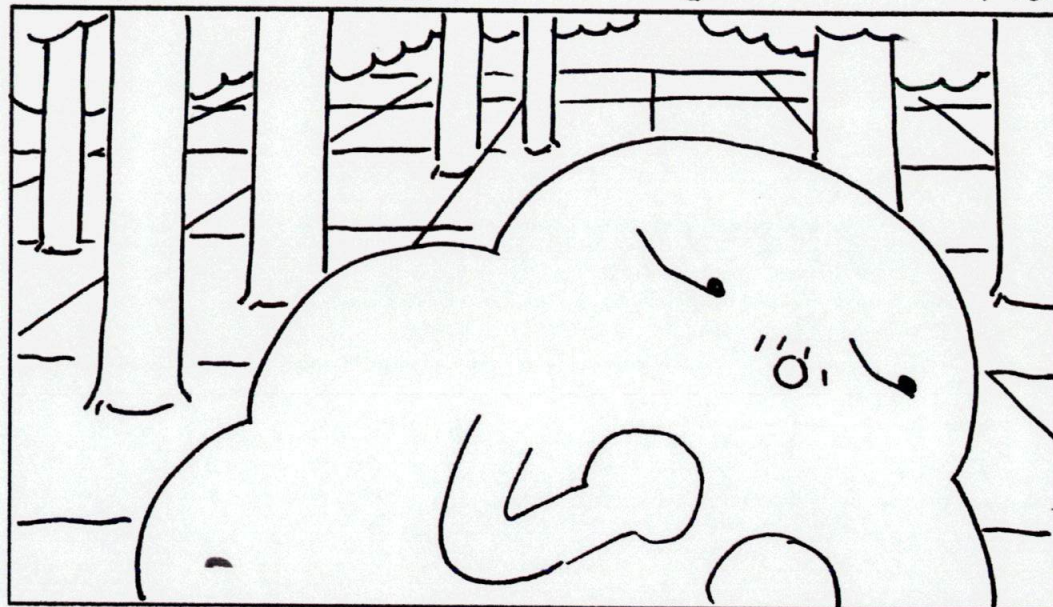


Sc. 140

Pnl. A

Bg.

day night



Dialog:

(ML) SEE! NO MORE COUGHING!

Action:

Timing:

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ADVENTURE TIME

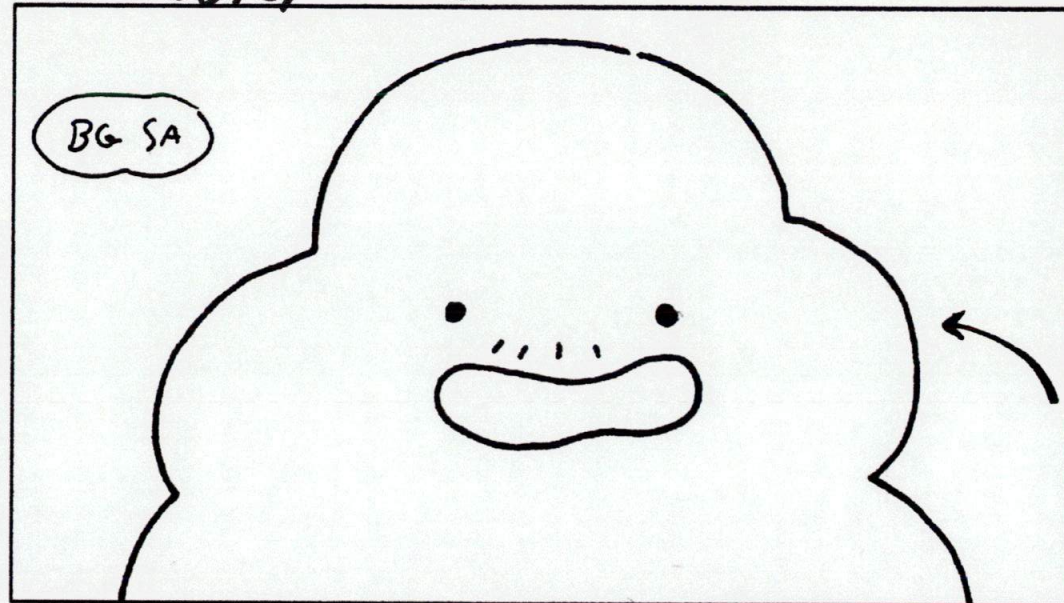


Page 243

Sc. 140 *CONT* Pnl. B

Bg.

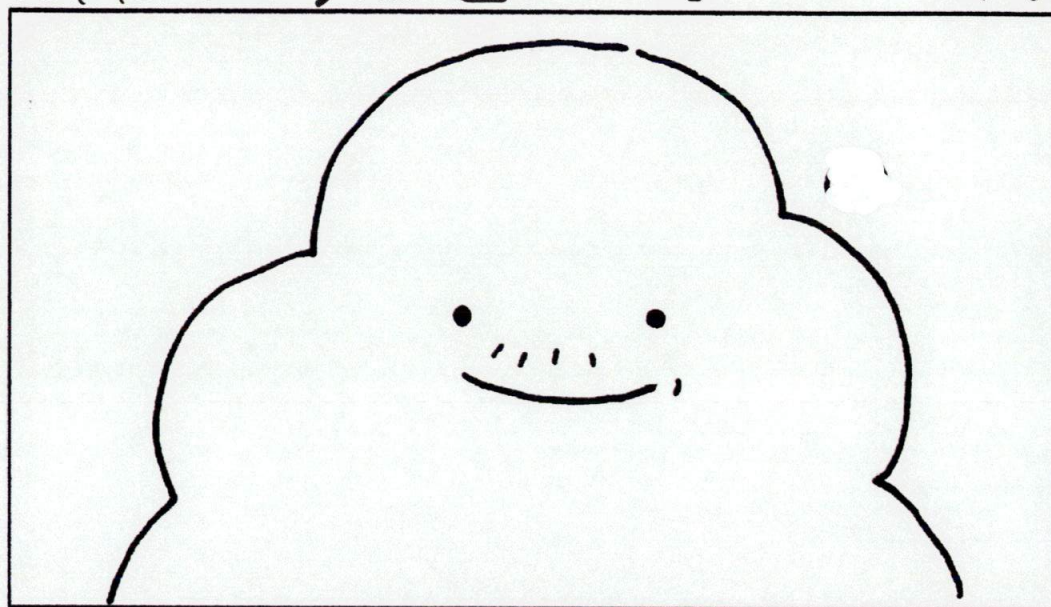
day night



Sc. 140 *CONT* Pnl. C

Bg.

day night



Dialog:

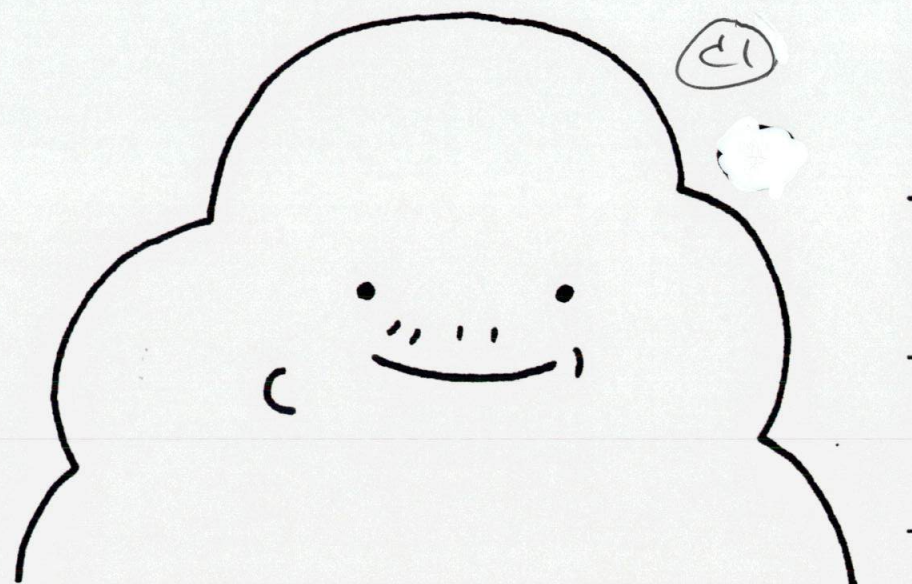
(LSP) ... YEAH! ACTUALLY I
DO FEEL BETTER!

Action:

Timing:

A, B

OCT 30 2015



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Production :

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1034/237

ADVENTURE TIME

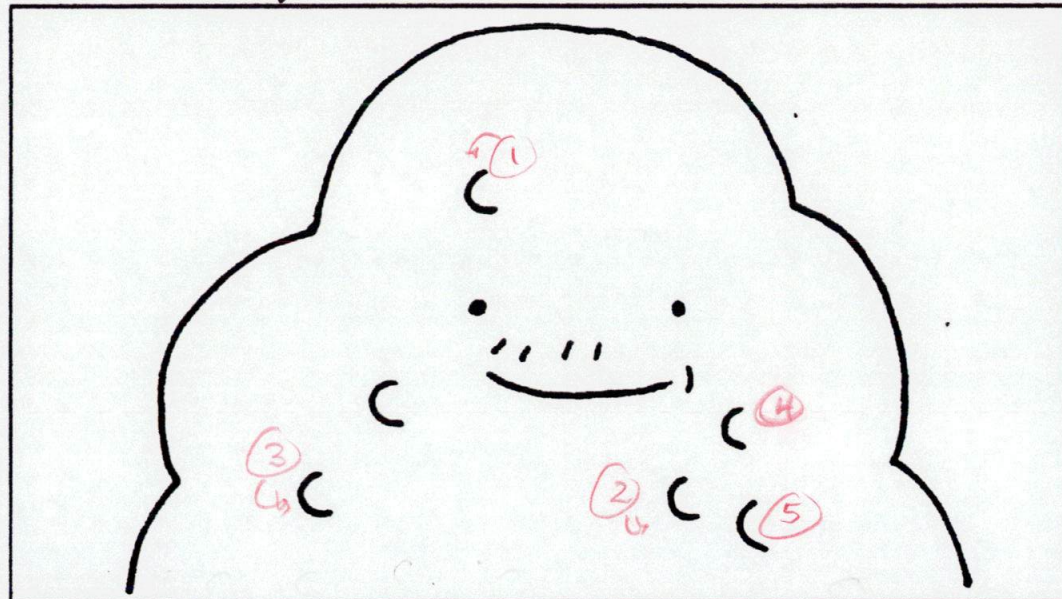


Page 244

Sc. 140 *cont* Pnl. D

Bg.

day night

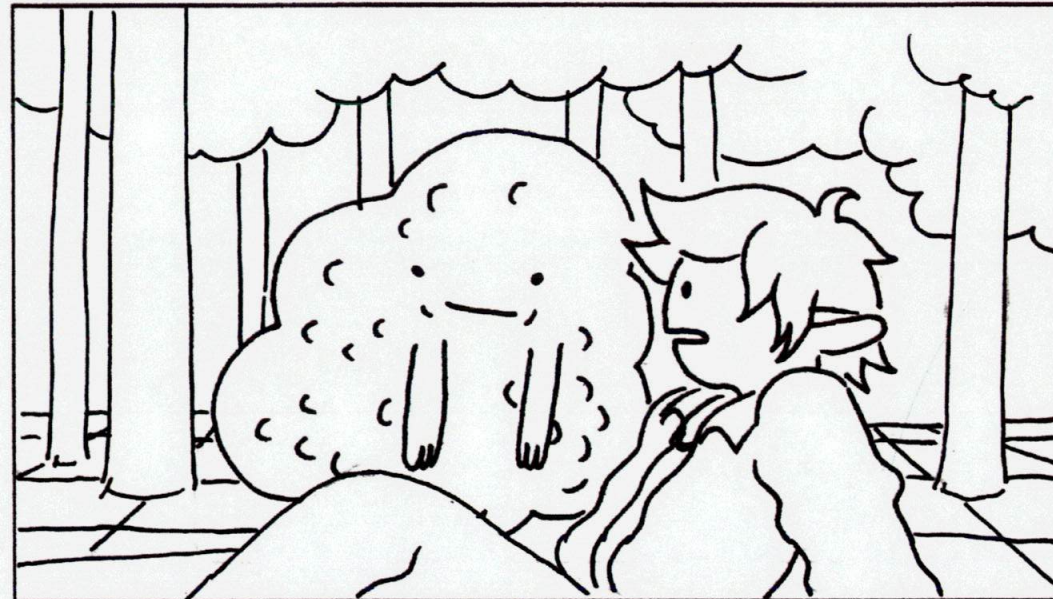


Sc. 141

Pnl. A

Bg.

day night



Dialog:

(ML)

Oh wow...

Action:

Timing:

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Production :

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ADVENTURE TIME



Page 245

Sc. 141 *CONT* Pnl. B

Bg.

day night



Sc. 141 *CONT* Pnl. C

Bg.

day night



Dialog:

(ML) Maybe that was the wrong potion.

Action:

Timing:

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Production :

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ADVENTURE TIME



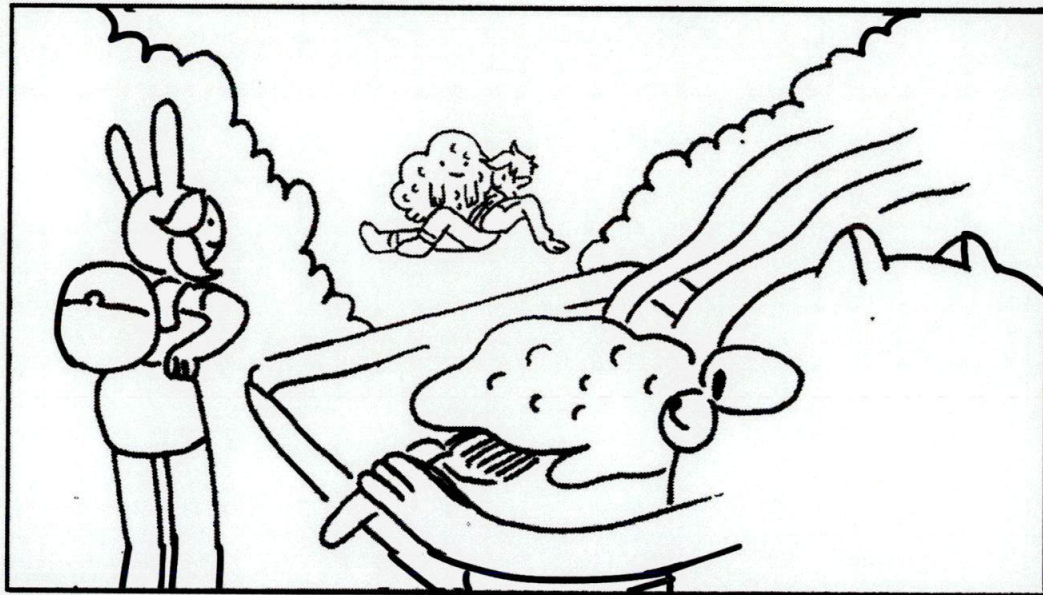
Page 246

Sc. 142

Pnl. A

Bg.

day night



Sc. 142 *CONT* Pnl. B

Bg.

day night



Dialog:

SFX: * SSS *

Action:

-CAKE FLIPS FLAPJACK.

OCT 30 2015

Timing:

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Production :

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1034/237

ADVENTURE TIME

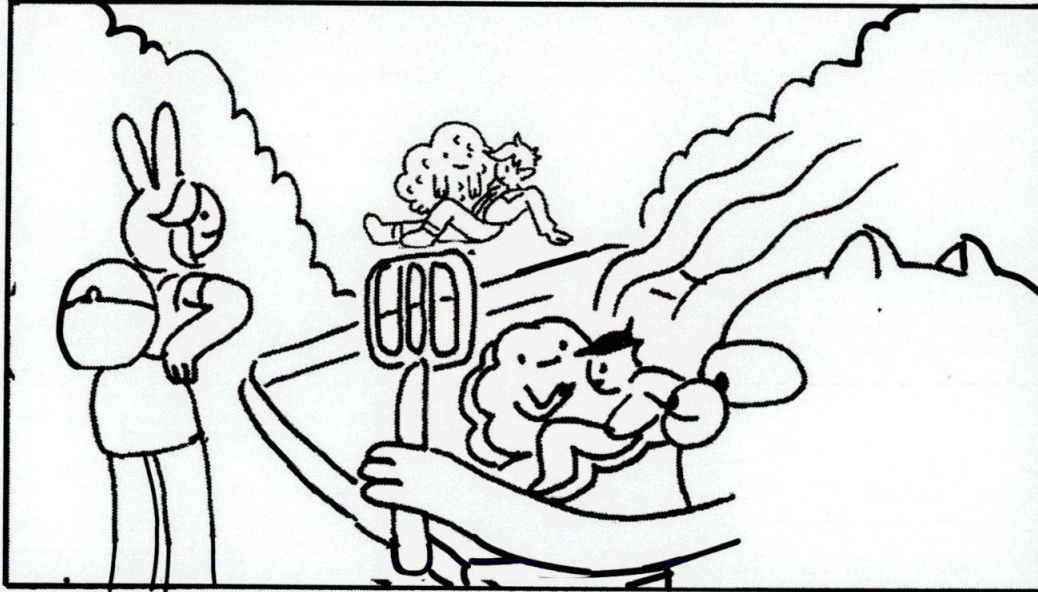


Page 247

Sc. 142 *CONT* Pnl. C

Bg.

day night



Sc. 142 *CONT* Pnl. D

Bg.

day night



Dialog:

© MUCH BETTER...

Action:

-FLAPJACK LANDS.

OCT 30 2015

Timing:

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Production :

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ADVENTURE TIME



Page 248

Sc. 142 *CONT* Pnl. E

Bg.

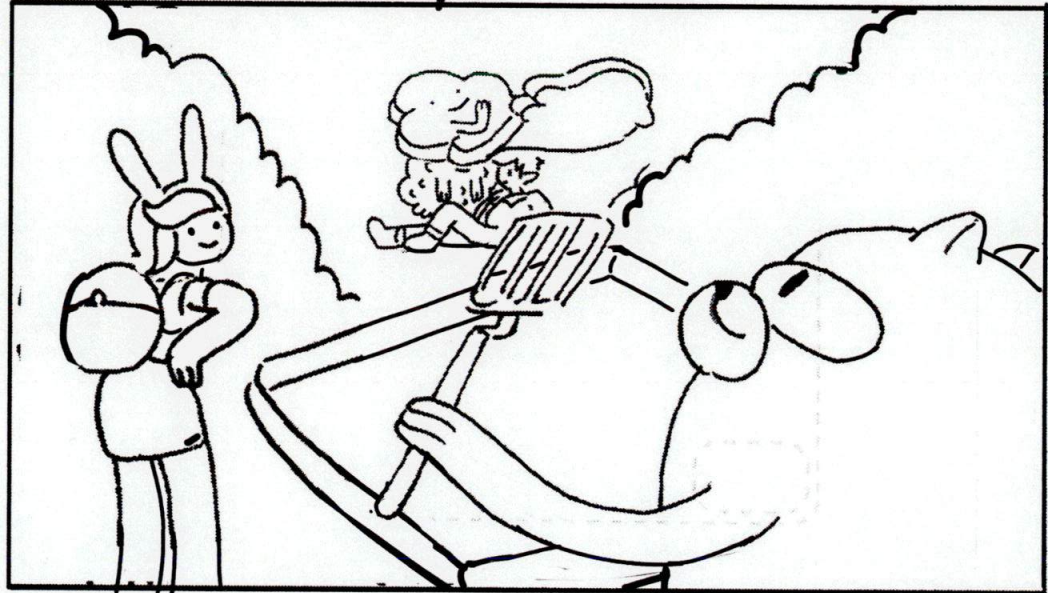
day night



Sc. 142 *CONT* Pnl. F

Bg.

day night



Dialog:

Action:

Timing:

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Production :

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1034/237

1034/237

1034/237

ADVENTURE TIME



Sc. ~~14~~ ~~cont~~ ~~F~~ ~~stop~~

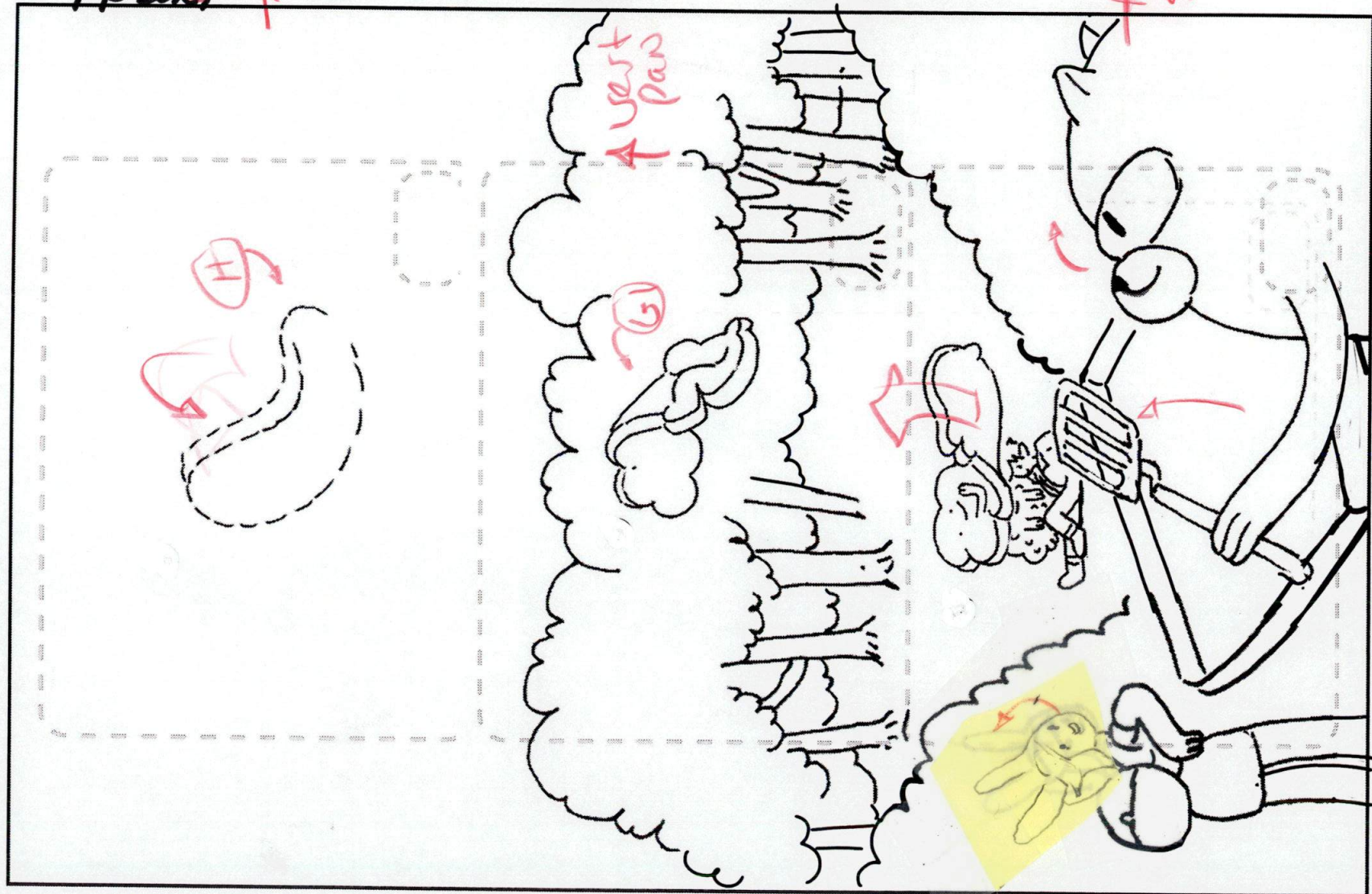
Pnl. .

Bq.

day night

(E)
(G)
start

Page 249



Dialog:	SFX: * SHING *
Action:	- CAKE FLIPS FLAPJACK INTO AIR.
Timing:	OCT 30 2015

Production: EPISODE # 1034-237

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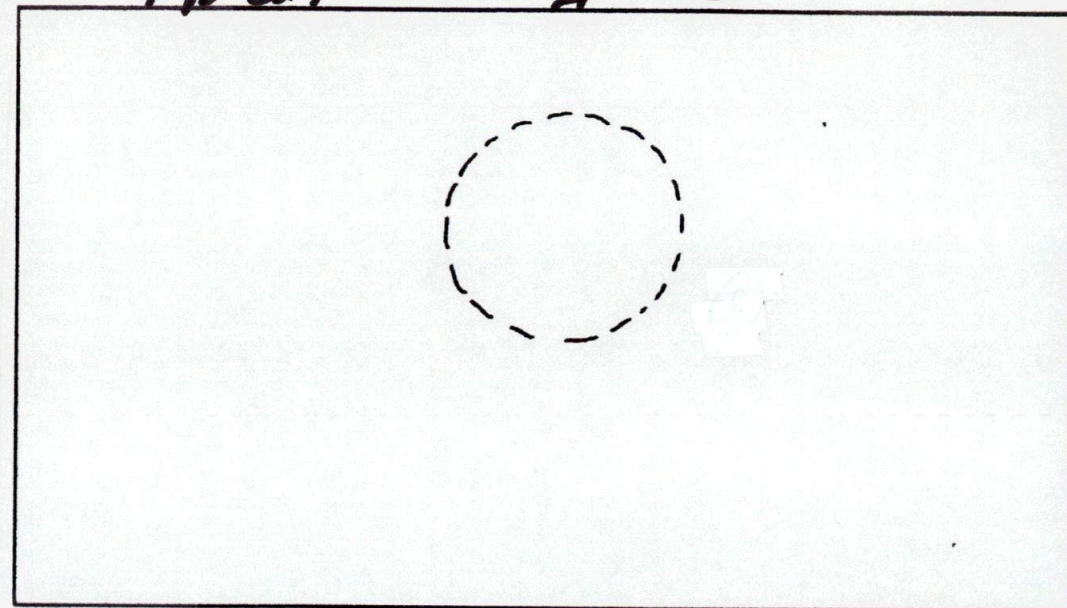
1034/237

ADVENTURE TIME



Page 250

Sc. 142 cont Pnl. I Bg. day night



Dialog:

~~X~~ DISS ~~X~~ (PAN) ↓

Action: -FLAPJACK DISSOLVES TO SUN. -PAN DOWN TO AU CHARACTERS.

Timing:

Sc. 143 Pnl. Bg. day night



start
A (A)

vert pan
↓

OCT 30 2015

stop
A (B)

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EPISODE #

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Production :

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ADVENTURE TIME

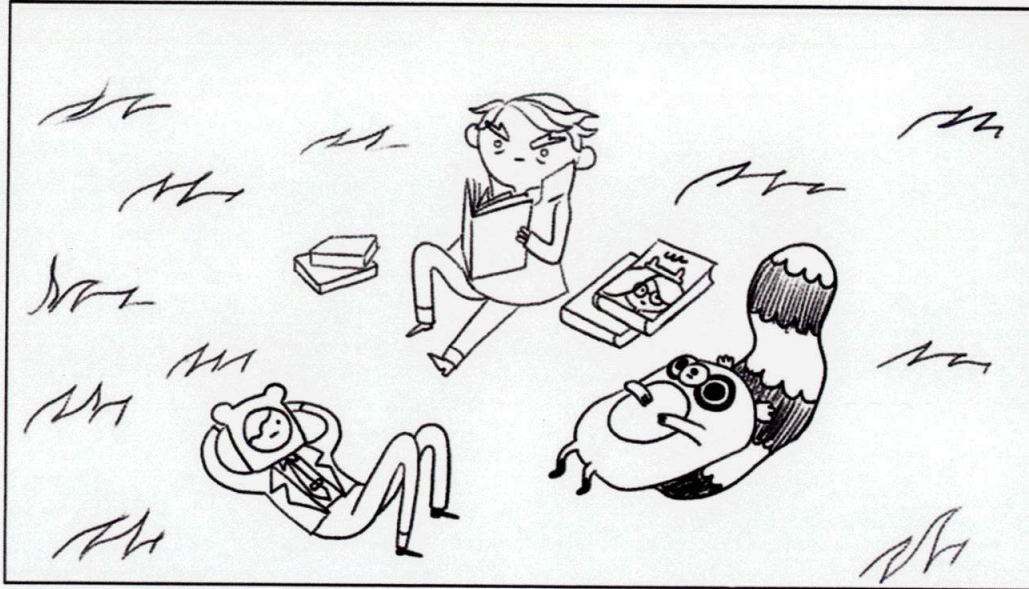


Page 251

Sc. 143 *cont* Pnl. C

Bg.

day night

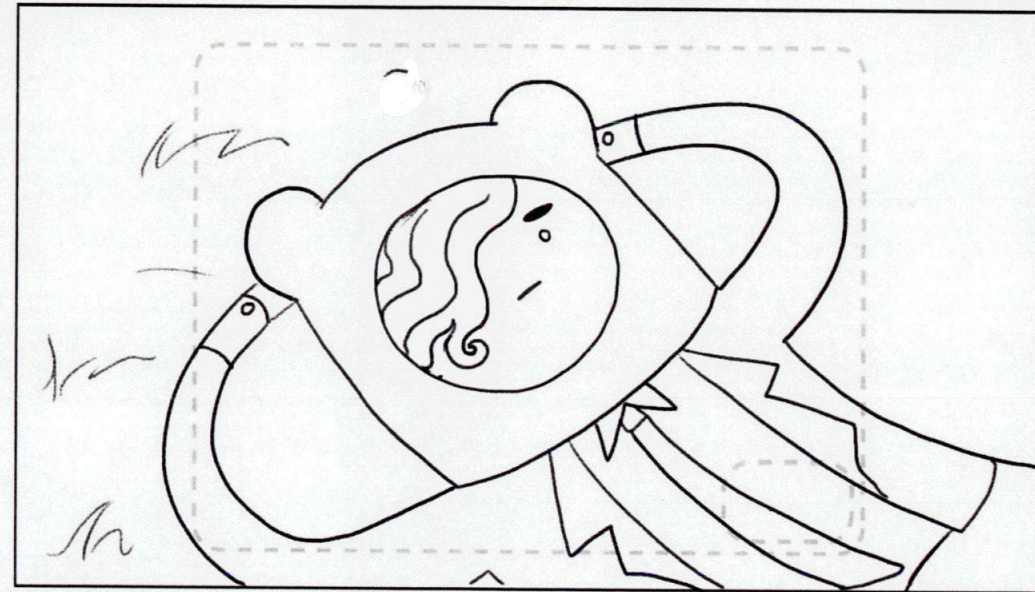


Sc. 144

Pnl. A

Bg.

day night



EPISODE # 1034-237

Dialog:

Ice Queen (narrates in V.O.) Lounged atop
their comfortable sense of ennui

IK ^(v.o.) Flynn, the human being...

FLYNN : *Sighs*

OCT 30 2015

Action: - B+W, like a New Wave movie.

Timing:

B & W



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1034/237

1034/237

ADVENTURE TIME



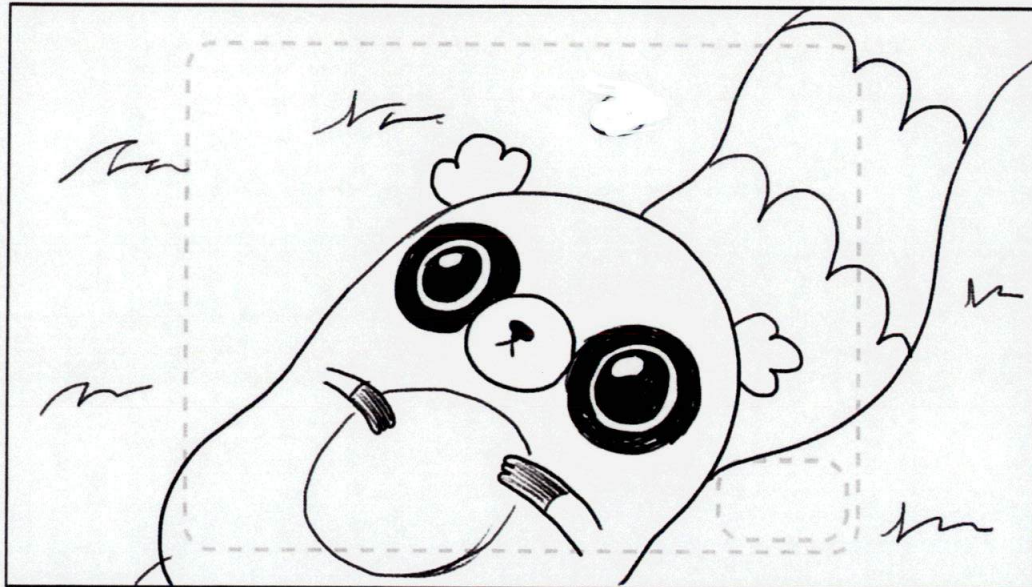
Page 252

Sc. 145

Pnl. A

Bg.

day night



Sc. 146

Pnl. A

Bg.

day night



Dialog: (v.o)

IK: And Jacques, the raccoon...

(v.o)
IK:

listened to the Ice President read his fiction.

Action:

I closes his eyes.

Timing:



BW

BW

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Production :

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1034/237

1034/237

ADVENTURE TIME

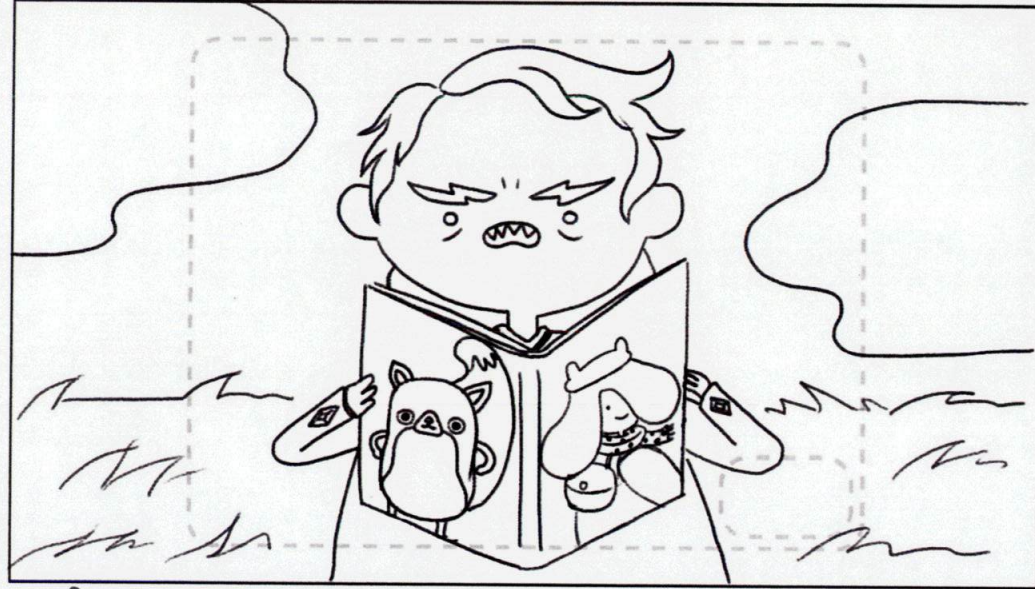


Page 253

Sc. 146 *CONT* Pnl. B

Bg.

day night



I. PRES

"Lynn the Person looked at Janet and asked :

Action:

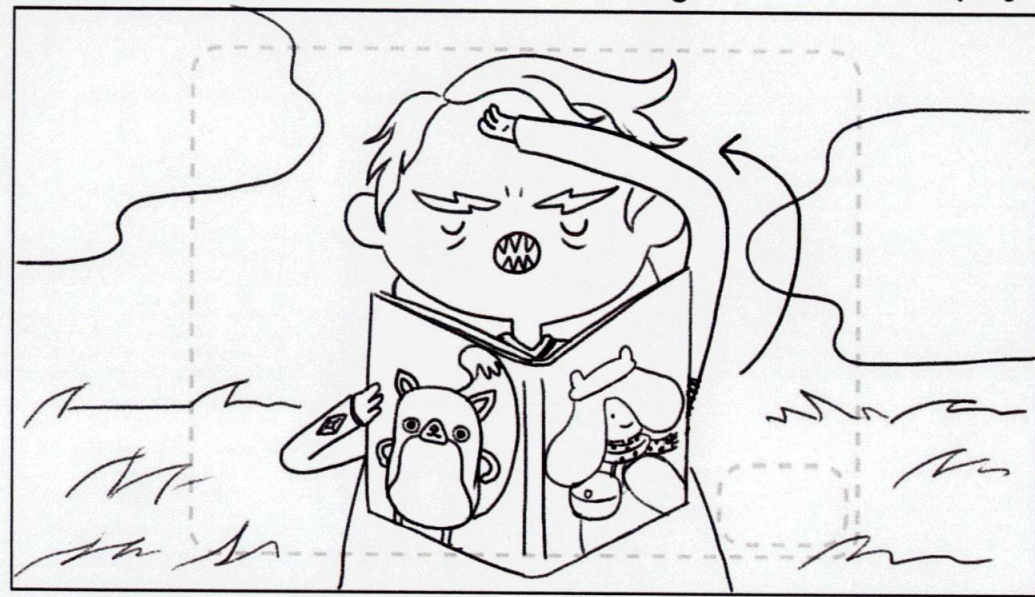
BW

Timing:

Sc. 146 *CONT* Pnl. C

Bg.

day night



IP: (IP doing a female Lynn voice) "Am I my feelings? Do I exist because I can't stop feeling?"

BW

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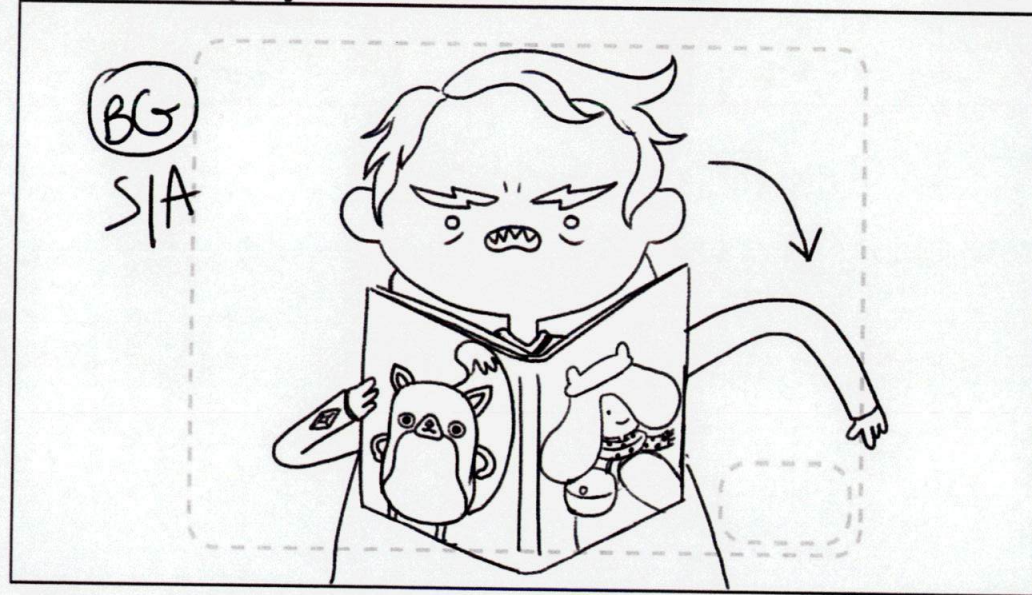


Page 254

Sc. 146 *CONT* Pnl. D

Bg.

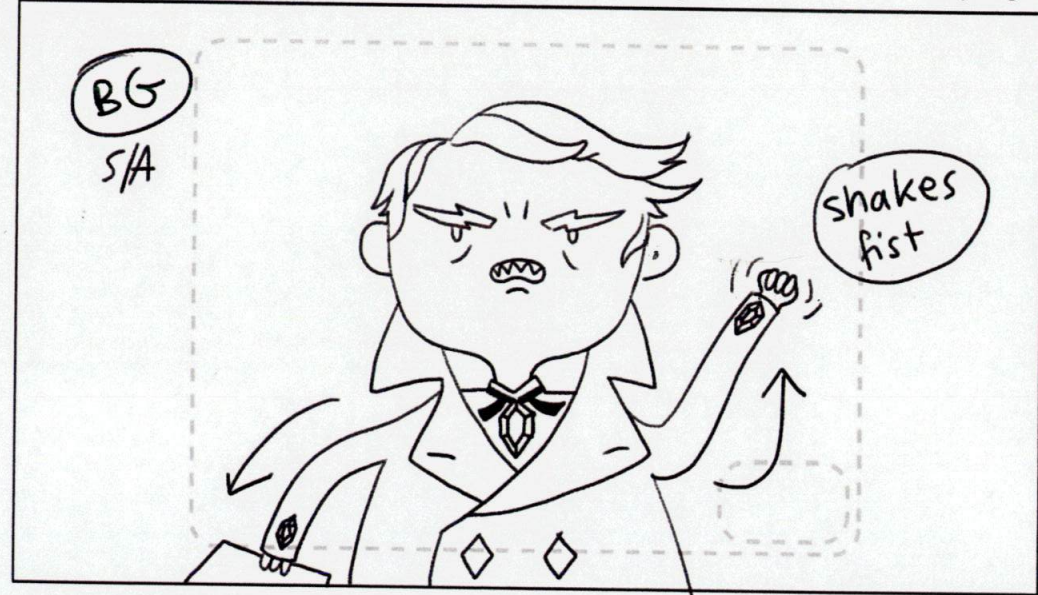
day night



Sc. 146 *CONT* Pnl. E

Bg.

day night



Dialog:

IP: Janet the fox answered her,

IP: "Feelings are action, and like all mortal action, they are doomed to failure."

Action:

BW

BW

Timing:

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ADVENTURE TIME



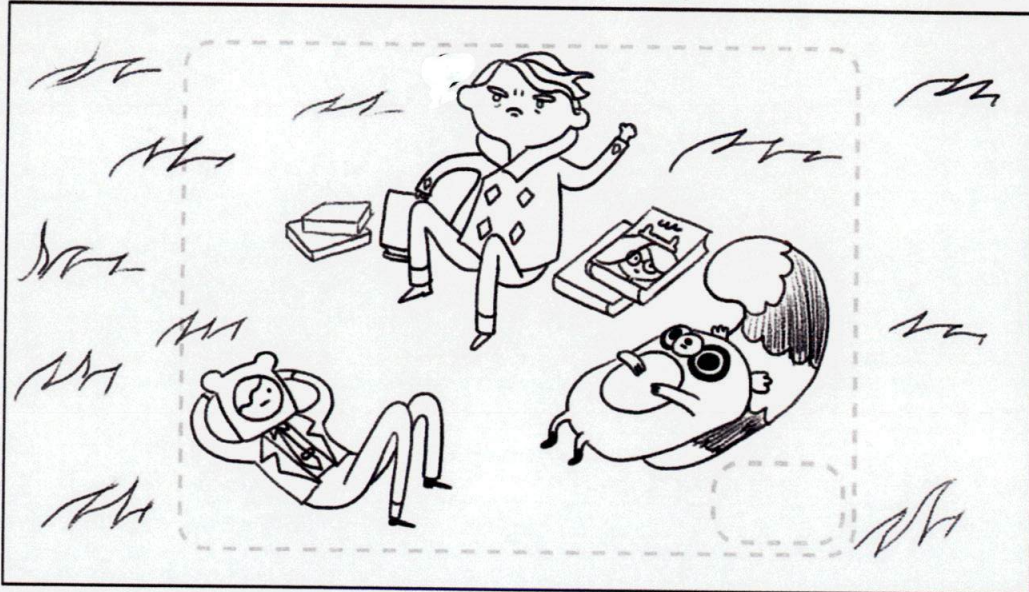
Page 255

Sc. 147

Pnl. A

Bg.

day night

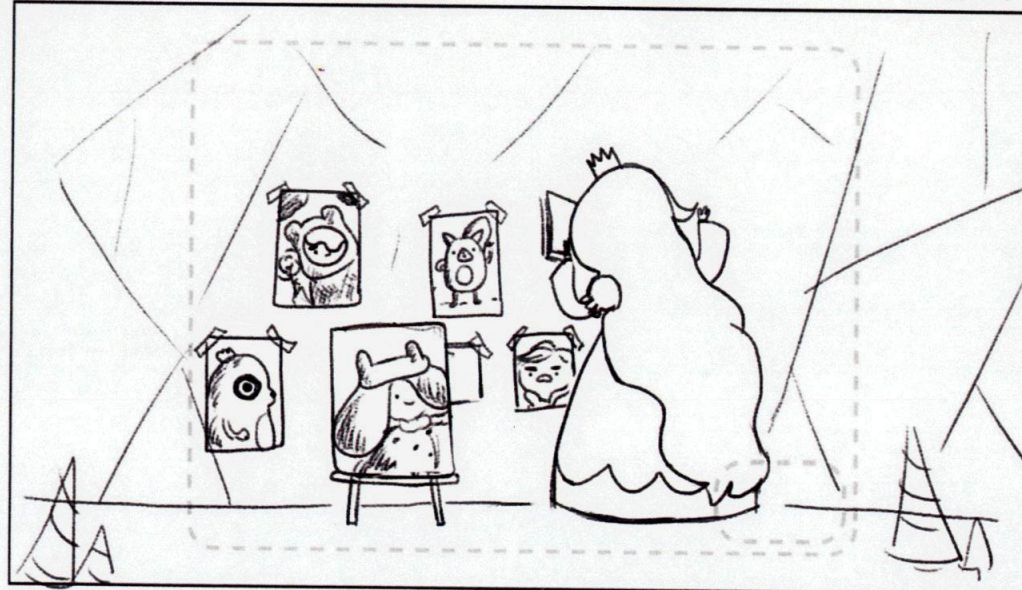


Sc. 148

Pnl. A

Bg.

day night



Dialog:

IQ (V.O.): Flynn and Jacques sighed, they totally got it.

IQ: The End!

Action:

BG SFX: *CLAPPING*

Timing:



(A)

BW ENDS

- CUT TO ICE KINGDOM, IQ FANART ON WALL.

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ADVENTURE TIME

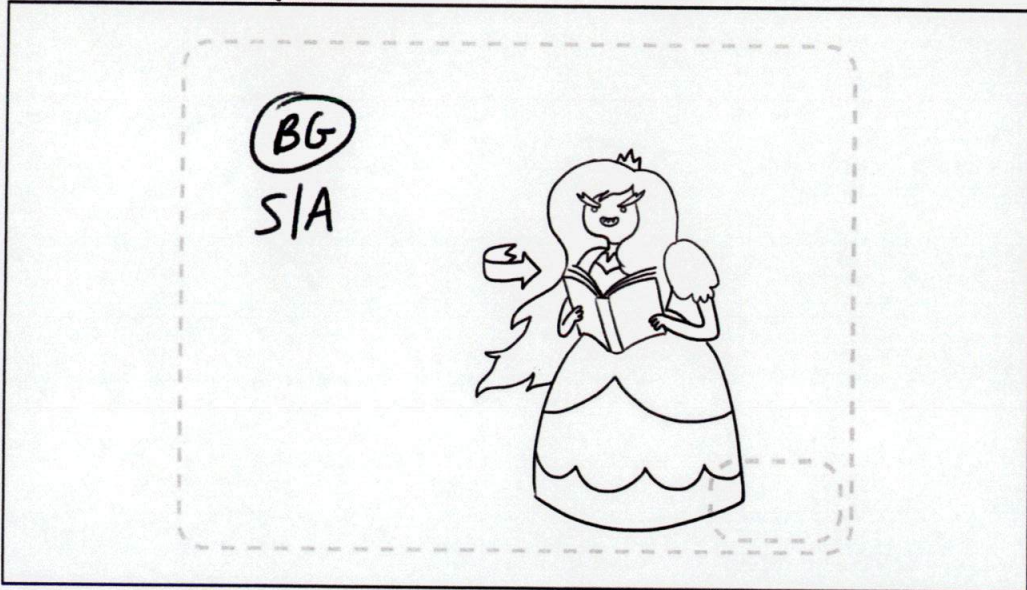


Page 256

Sc. 148 *CONT* Pnl. B

Bg.

day night

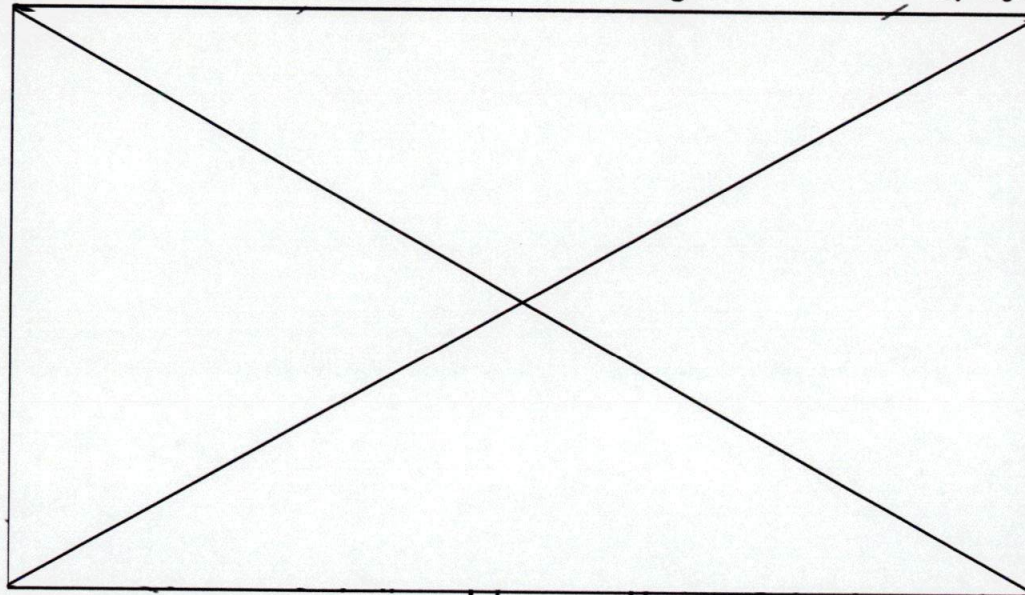


Sc.

Pnl.

Bg.

day night



Dialog:

IQ: What do you guys think? Too philosophical?

Action:

- IQ TURNS.

-TRUCK IN ON IQ.

Timing:



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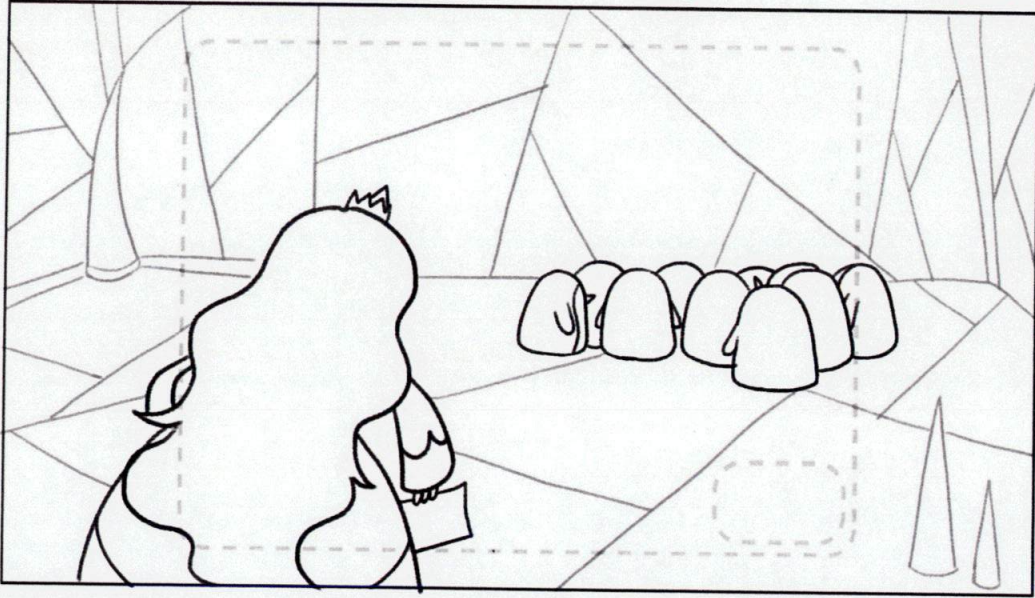
Page 257

Sc. 149

Pnl. A

Bg.

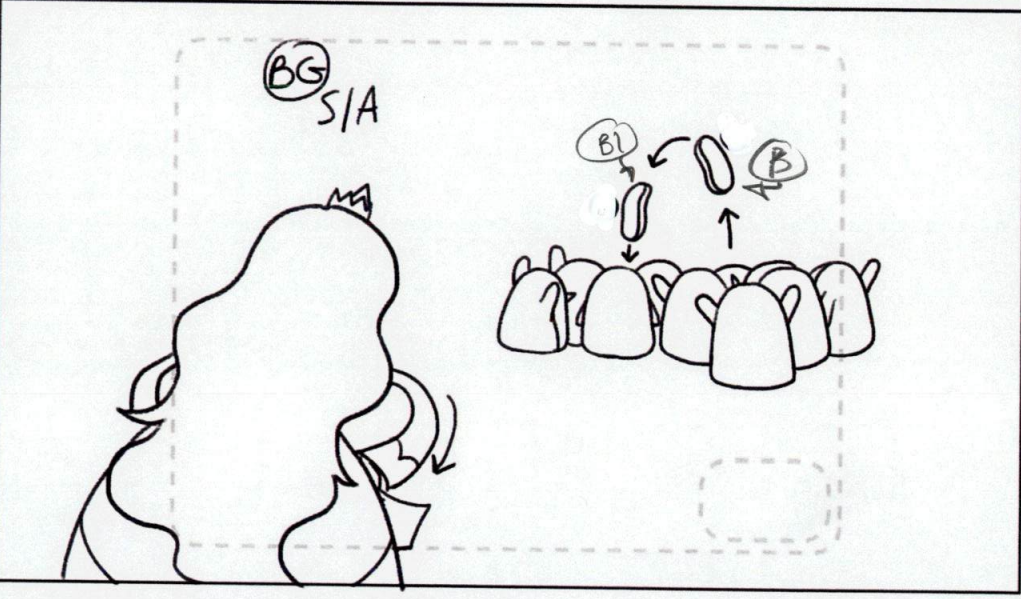
day night



Sc. 149 *cont* Pnl. B

Bg.

day night



Dialog:

*SFX: * FLUTE MUSIC **

Penguins : WENK WENK WENK!

Action: - IQ sees the penguins gathered at other end of the room, w/ their backs turned.

- Penguins clap and cheer.
- FLAPJACK FLIPS IN AND OUT OF VIEW.

Timing:

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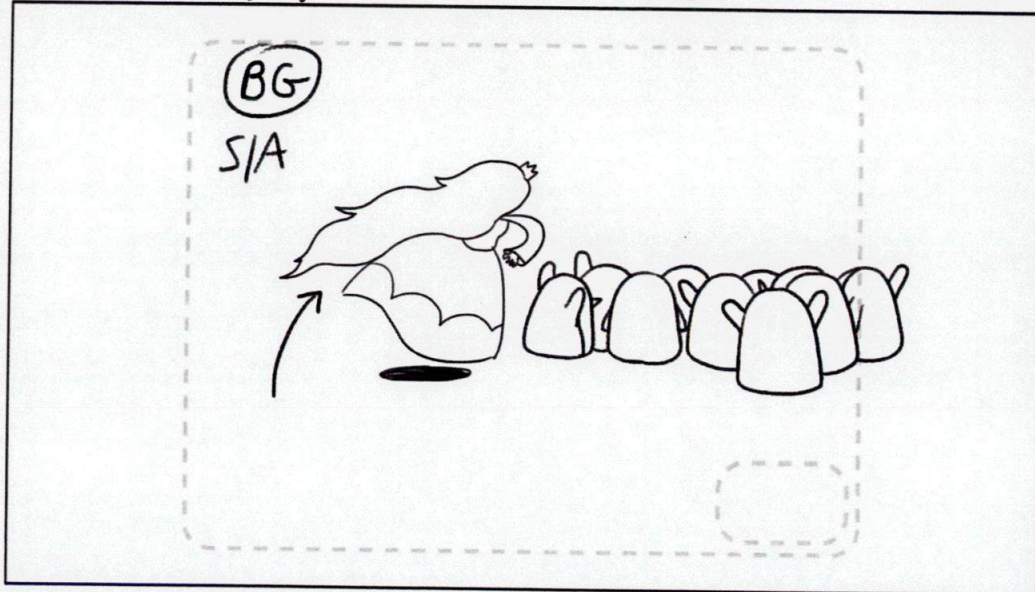


Page 258

Sc. 149 *CONT* Pnl. C

Bg.

day night

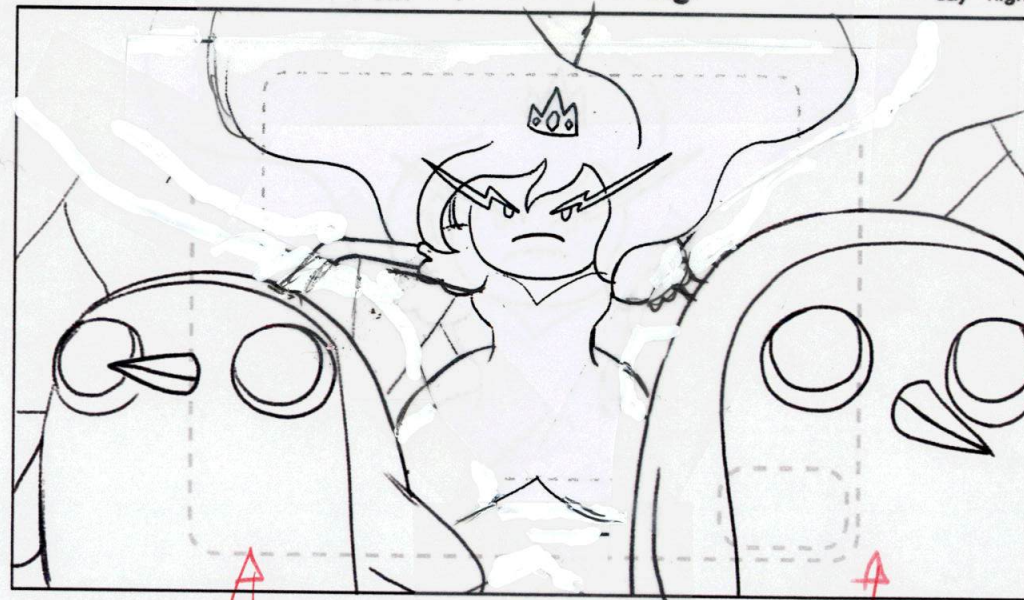


Sc. 150

Pnl. A

Bg.

day night



Dialog:

IQ: [grumbles]

Action:

- IQ floats over.

Timing:

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ADVENTURE TIME



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Sc. 150 *cont* Pnl. B

Bg.

day night



Dialog:

IQ: Out of my way!

PENGUINS: WENK!

Action:

IQ pushes the penguins out of her way.

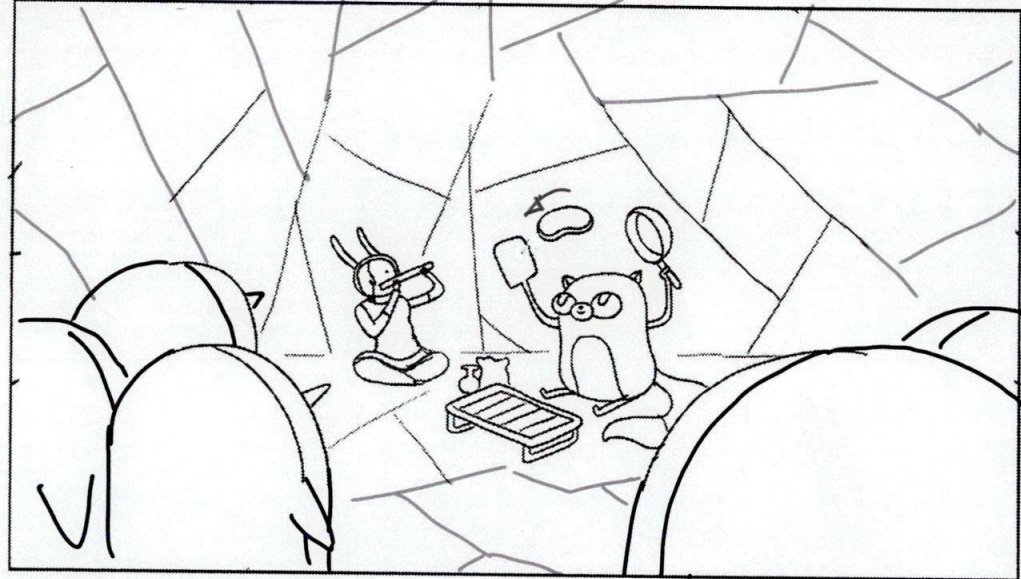
Timing:

Sc. 131

Pnl. A

Bg.

day night



SFX:

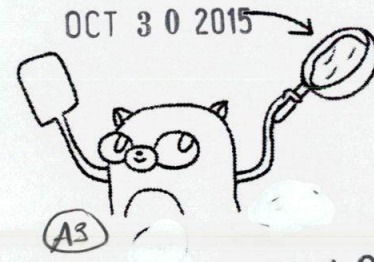
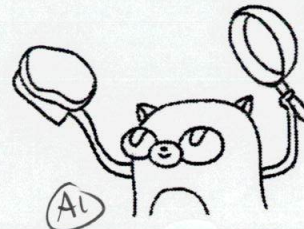
* FLUTE *

cake! BLAZIN →

C flipping flapjacks.
F playing the flute.



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Production :

ADVENTURE TIME



NO
SC
153

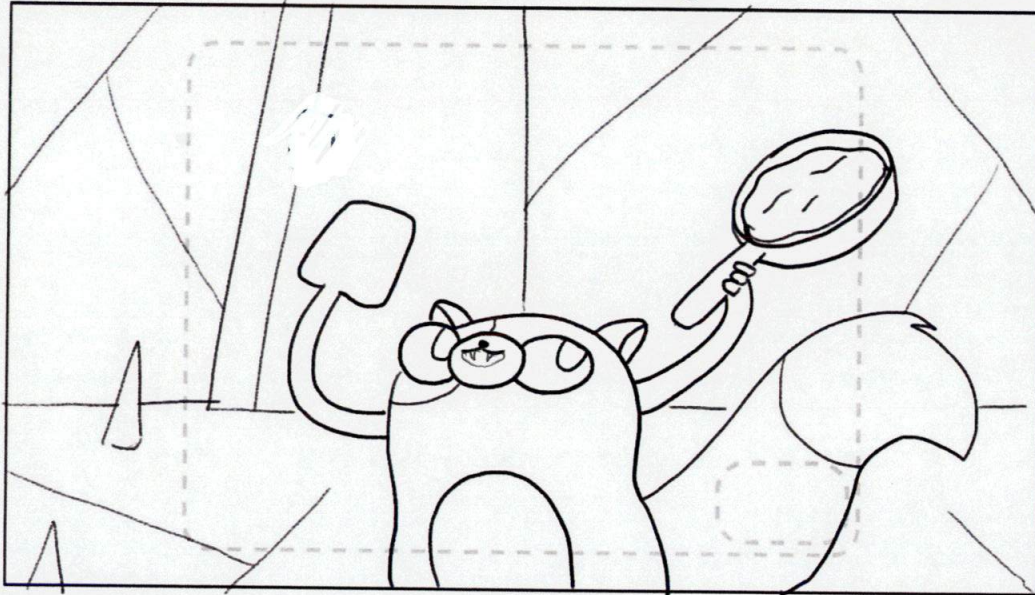
Page 260
NO PG 261
day night

Sc. 152

Pnl. A

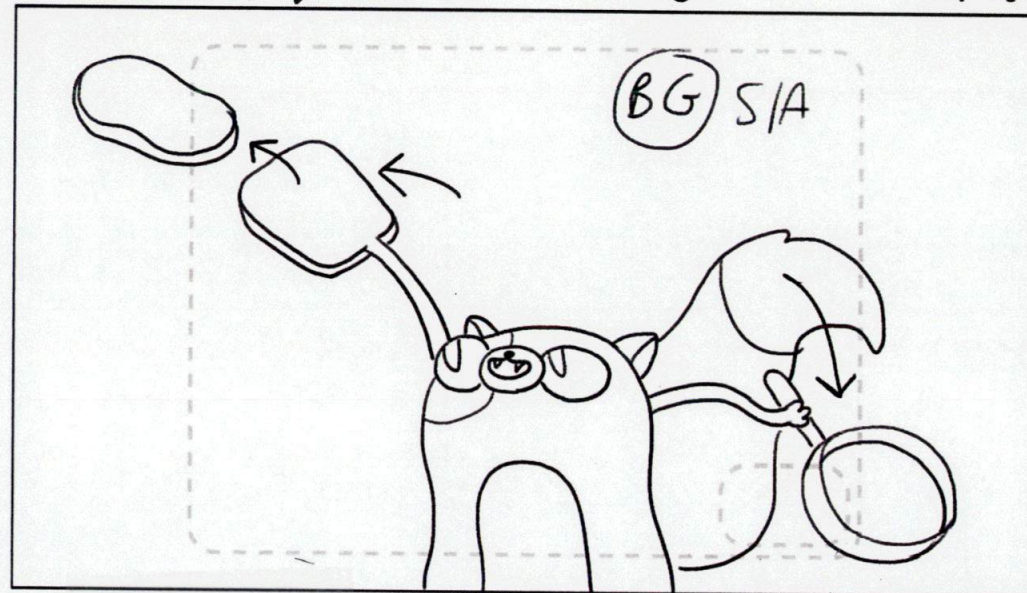
Bg.

day night



Sc. 152 *cont* Pnl. B

Bg.



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Dialog:

cake Blueberries

cake coming through!



- C. FLIPS FLAPJACK

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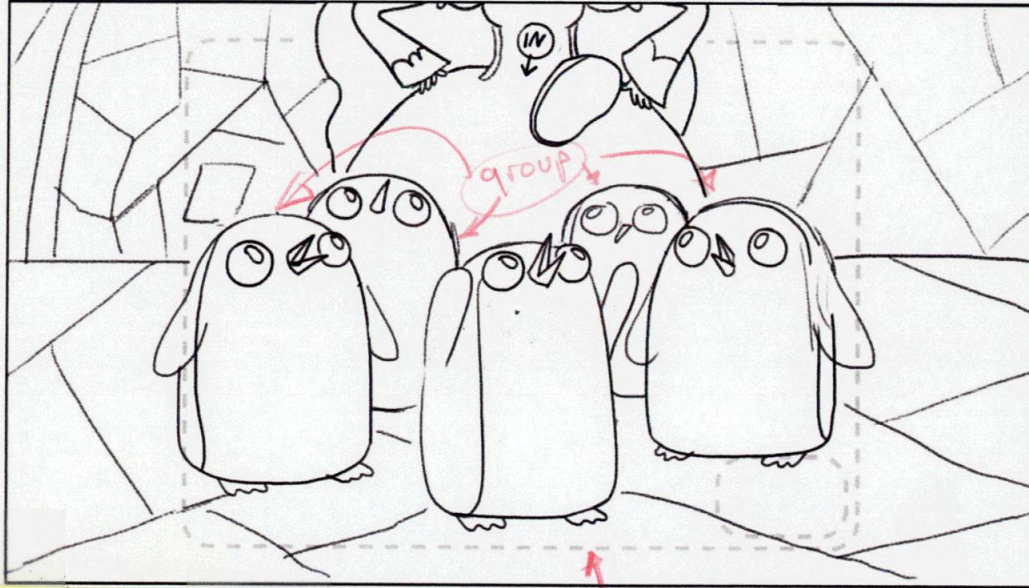
Page 262

Sc. 134

Pnl. A

Bg.

day night

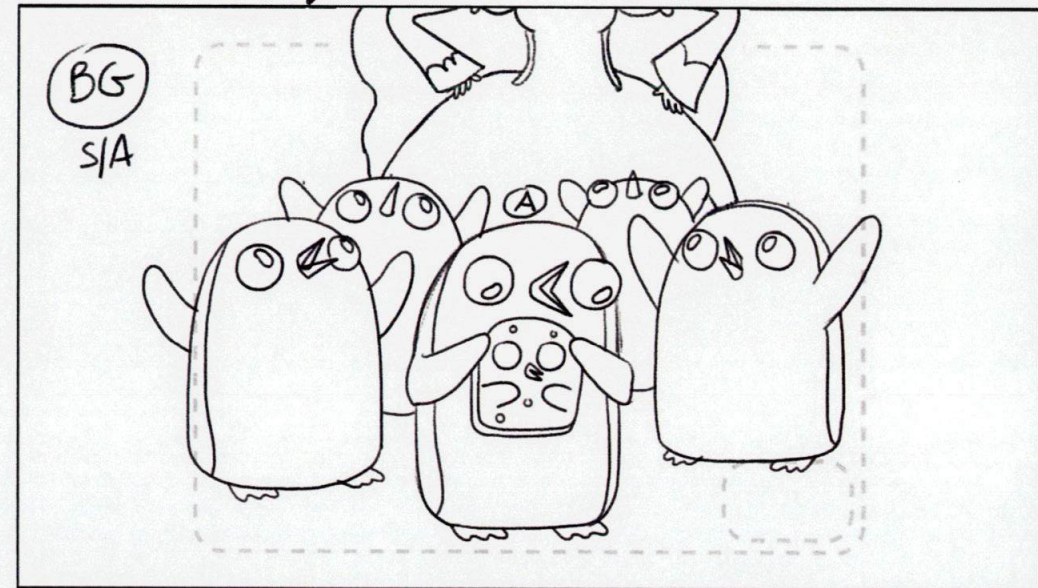


Sc. 134

~~CONT~~ Pnl. B

Bg.

day night



P: WENK! WENK! WENK!

SFX: Penguins cheer — OCT 30 2015

- penguin reaches for the flapjack.

- PENGUIN CATCHES FLAPJACK PORTRAIT.

Timing:



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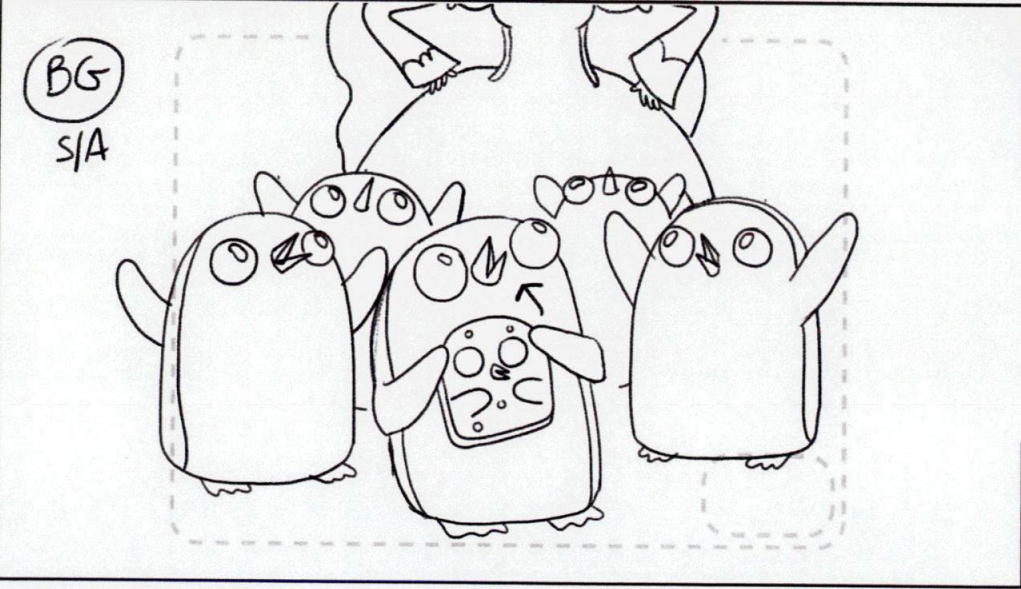


Page 263

Sc. 154 *CONT* Pnl. C

Bg.

day night



Dialog:
IQ : You're ruining my literary reading!

Action:
- penguins stop cheering

Timing:

Sc. 154 *CONT*

Bg.

day night



- PAN UP TO IQ.

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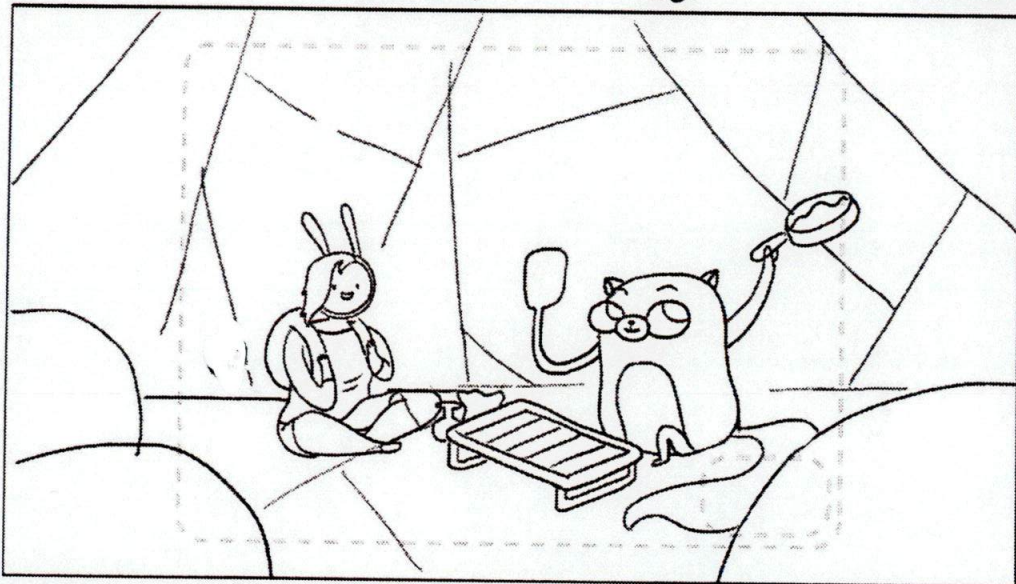
Page 264

Sc. 155

Pnl. A

Bg.

day night



Sc. 155 *cont*

Pnl. B

Bg.

day night



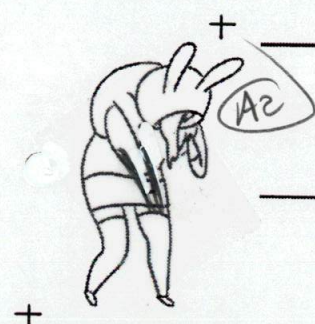
Dialog:

F: Oh hey Ice Queen!

Action:

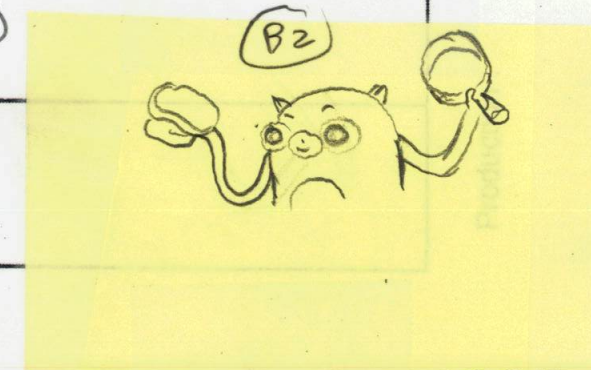
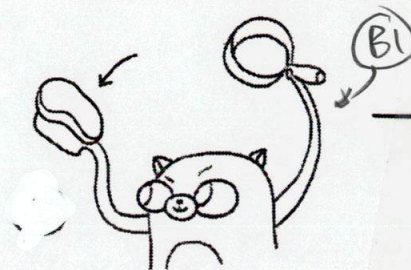
- F. STANDS UP.

Timing:



F: Do you want Cake
to make your flapjack portrait?

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ADVENTURE TIME



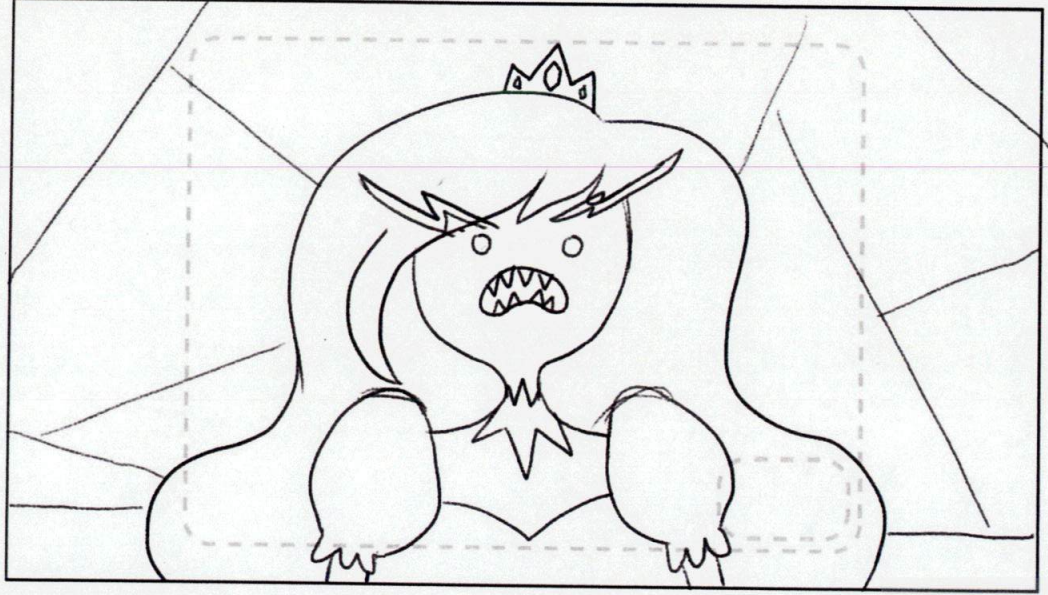
Page 265

Sc. 156

Pnl. A

Bg.

day night

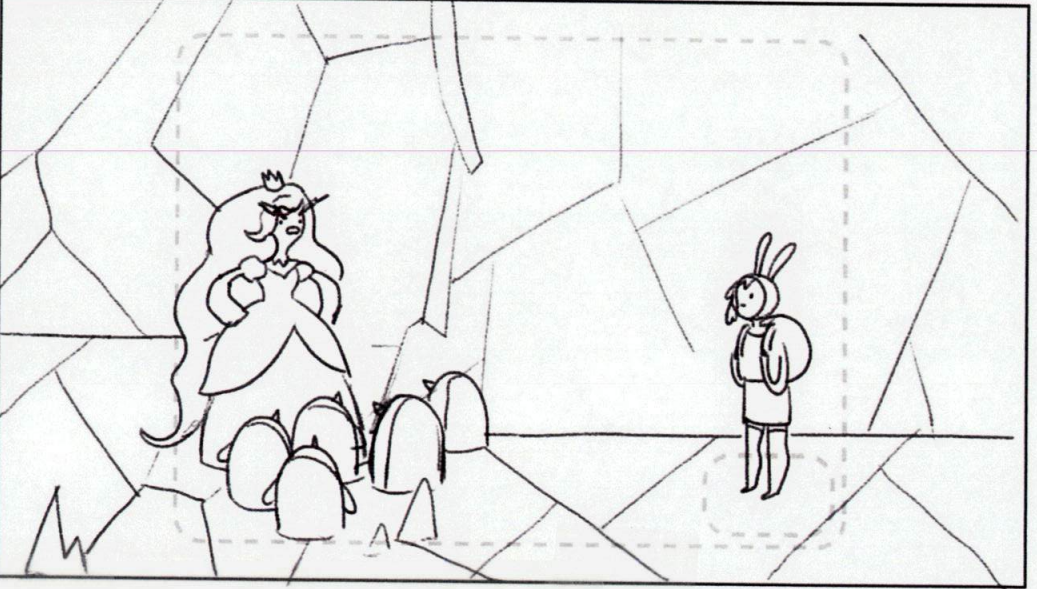


Sc. 157

Pnl. A

Bg.

day night



Dialog:

IQ: Why Ye-- No, I mean NO!

Action:

Timing:



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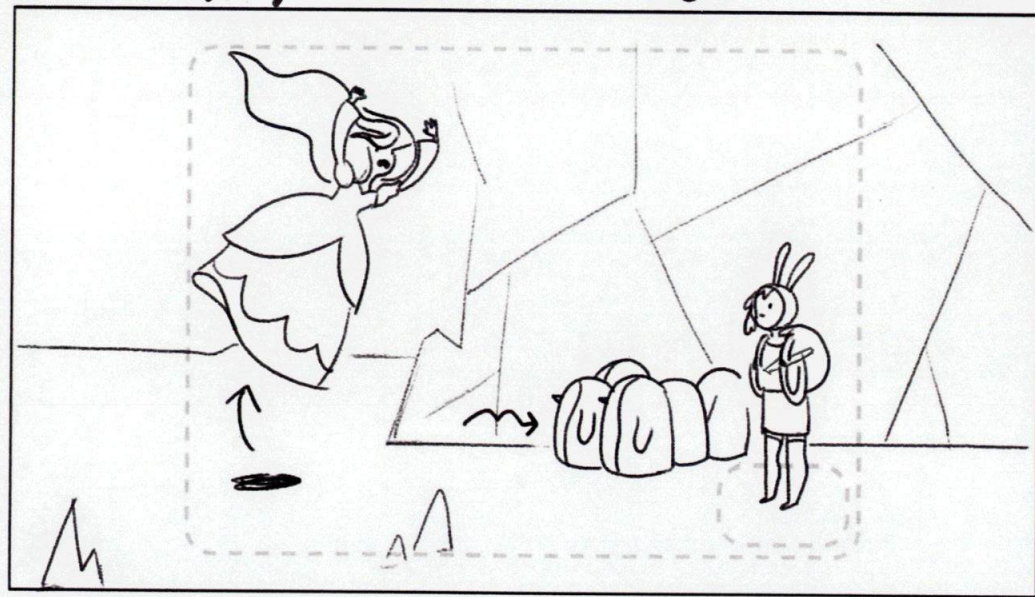


Page 266

Sc. 157 *cont* Pnl. B

Bg.

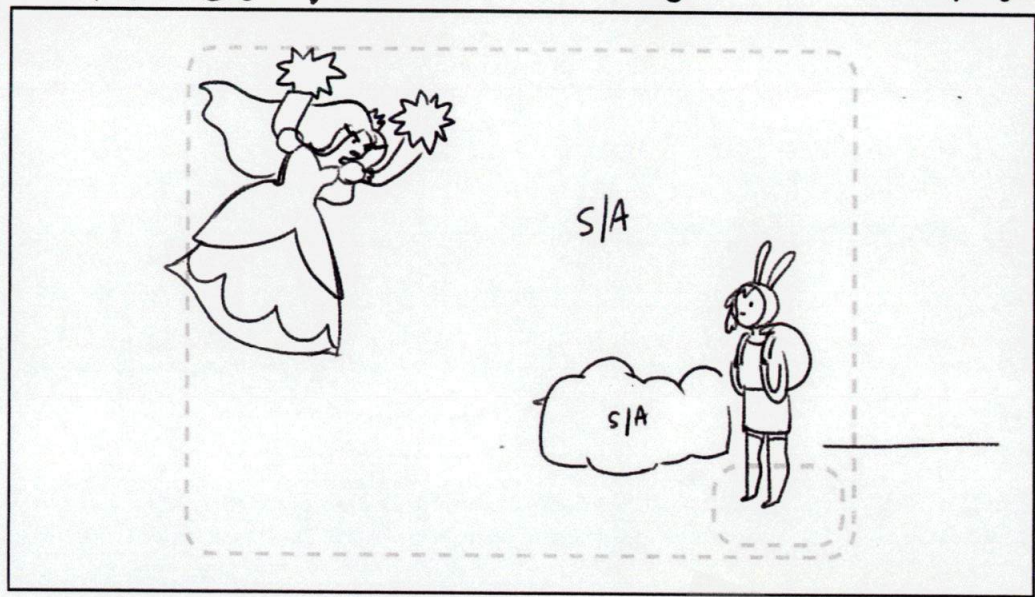
day night



Sc. 157 *cont* Pnl. C

Bg.

day night



Dialog: <u>IQ</u> : Why don't you table this for now		<u>IQ</u> : So I can, SFX: *ZAP*	
Action: - IQ FLIES		- IQ CHARGES UP MAGIC.	
Timing:		OCT 30 2015	



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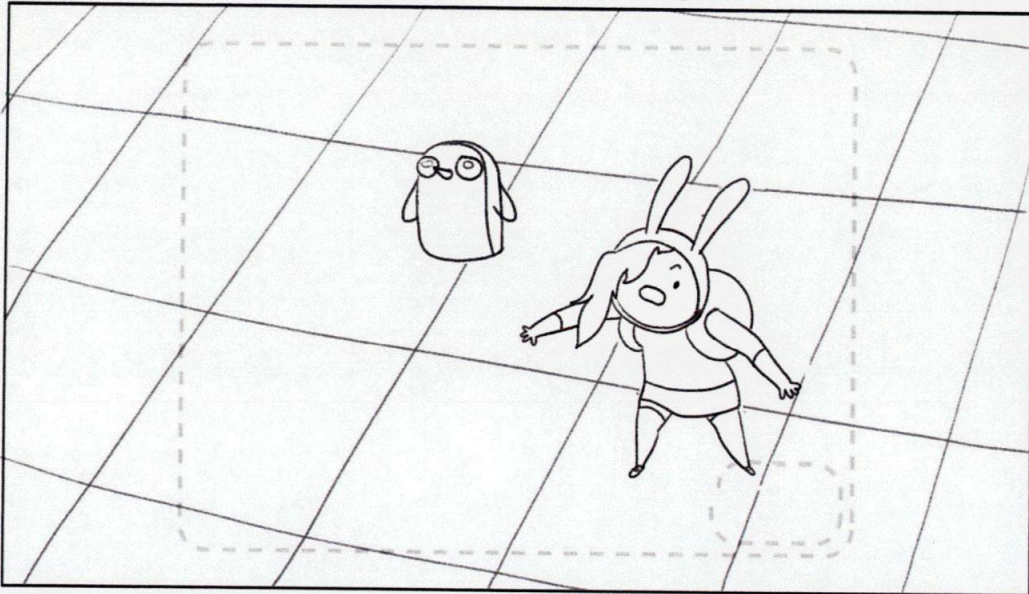
Page 267

Sc. 158

Pnl. A

Bg.

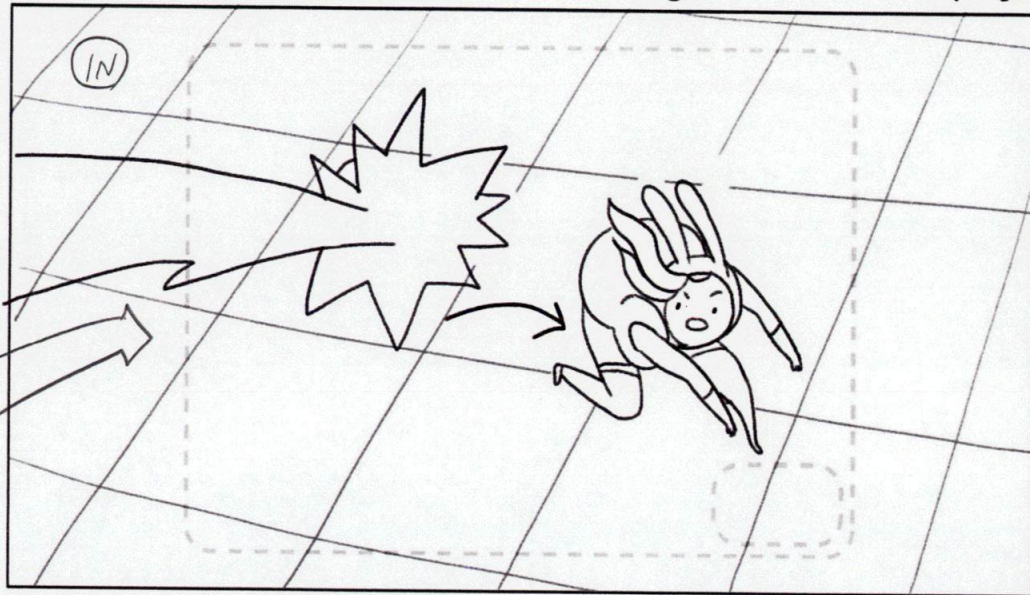
day night



Sc. 158 *CONT* Pnl. B

Bg.

day night



Dialog:

(O/S)
IQ: DESTROY YOU!

Action:

- ICE BLAST HITS PENGUIN.
- F. PODGES.

Timing:

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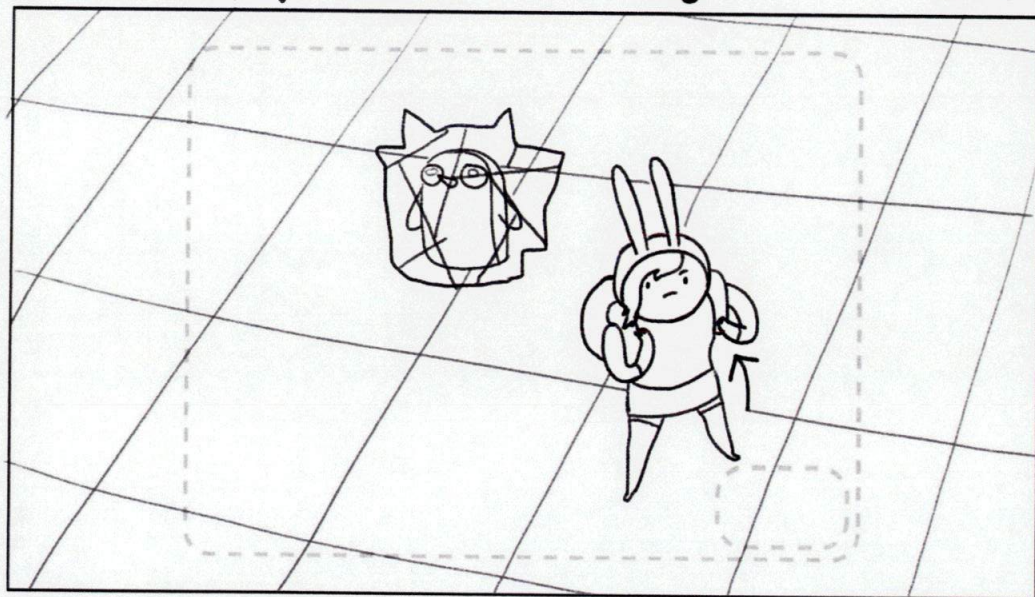


Page 268

Sc. 158 *cont* Pnl. C

Bg.

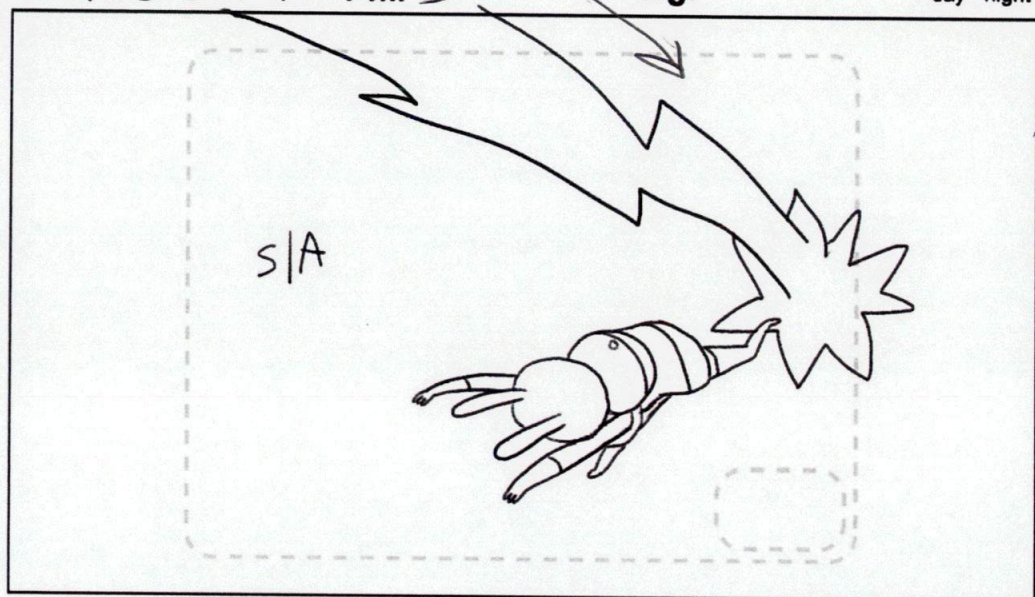
day night



Sc. 158 *cont* Pnl. D

Bg.

day night



Dialog:	
	Sfx: *ZAP*
Action:	- ICE BOLT HITS NEXT TO HONNA.
Timing:	
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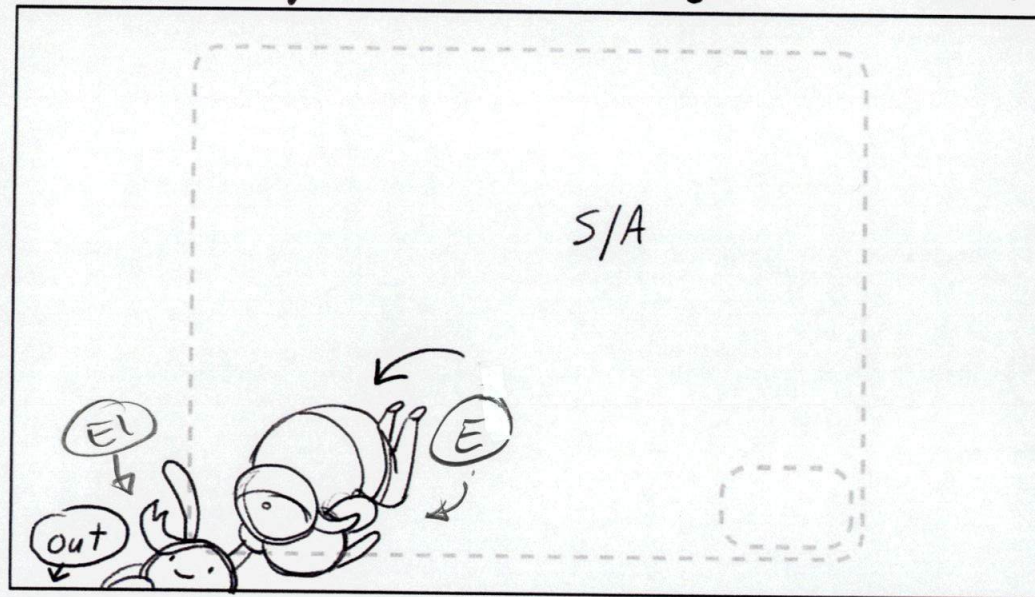


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Sc. 138 CONT Pnl. E

Bg.

day night

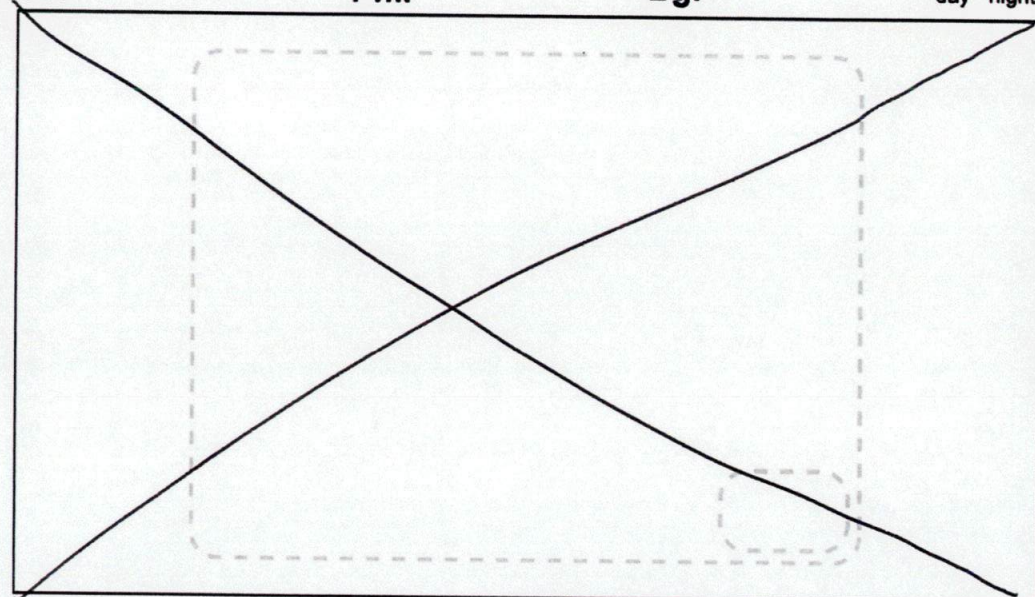


Sc.

Pnl.

Bg.

day night



Dialog:

Action: (F) Rolls out of frame.

Timing:

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NO
SC
161

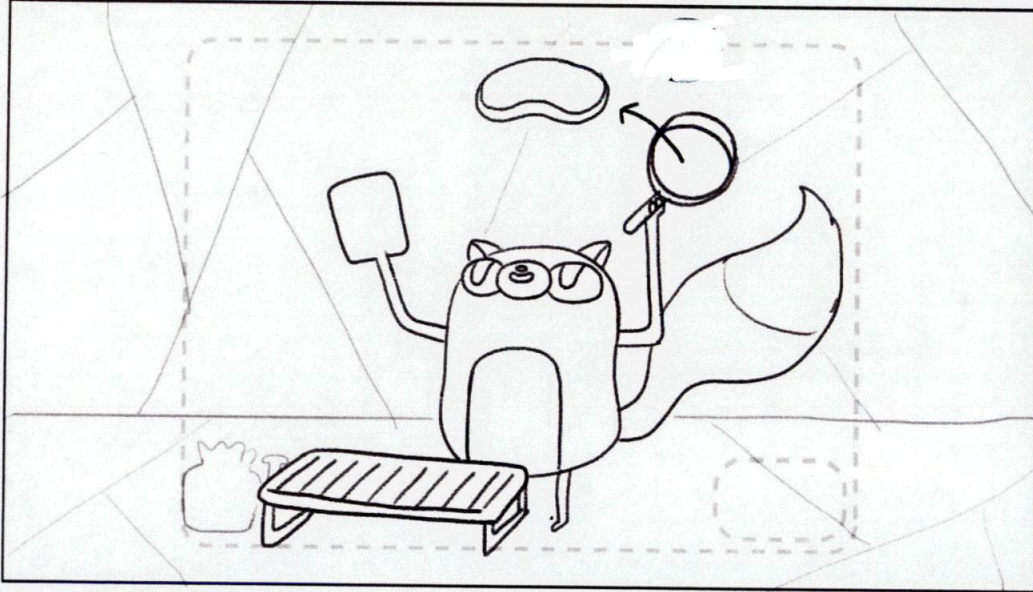
Page 270
NO PG 271
day night

Sc. 139

Pnl. A

Bg.

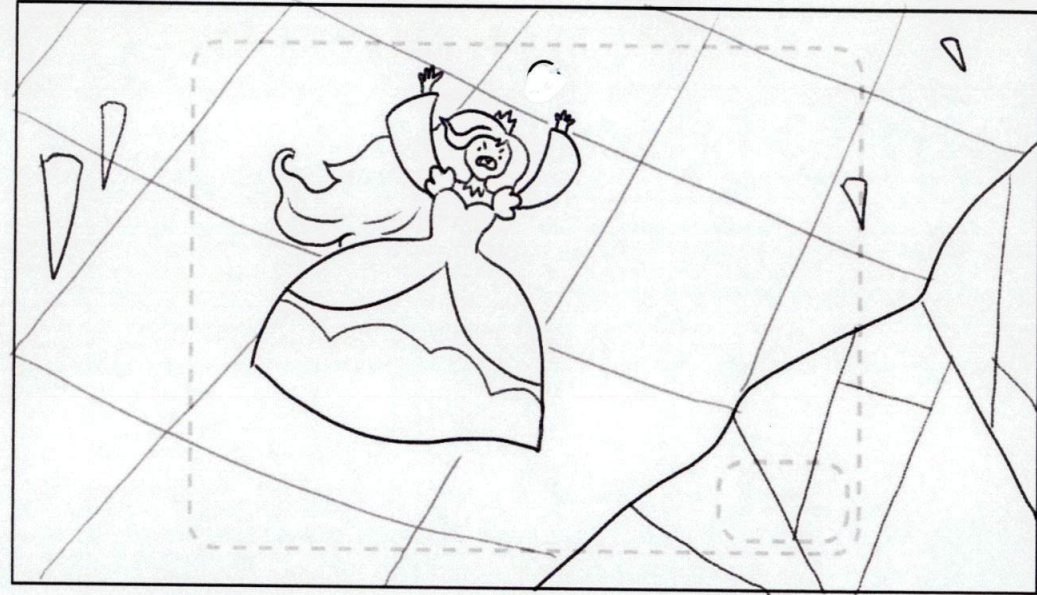
day night



Sc. 160

Pnl. A

Bg.



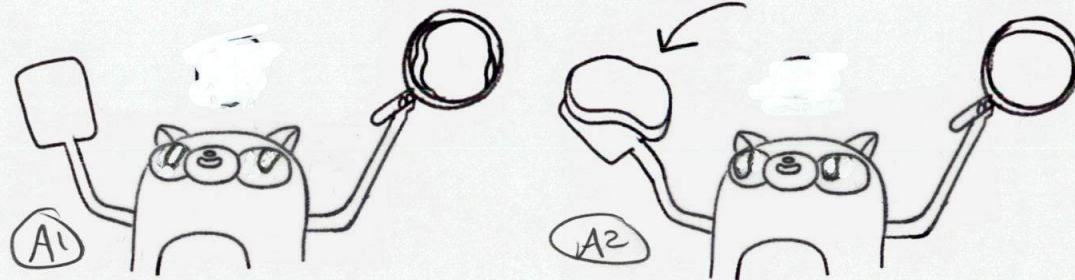
Dialog:

C: Ooo Yes, this is some great source material! IQ: RAH!

Action:

SFX: zapping in the BG

Timing



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Sc.

Pnl.

Bg.

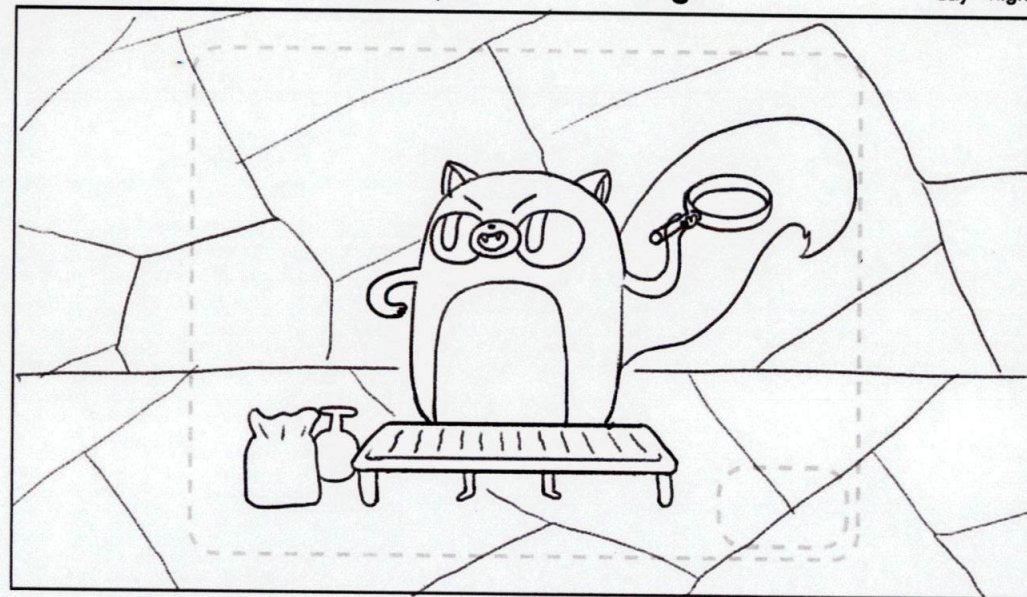
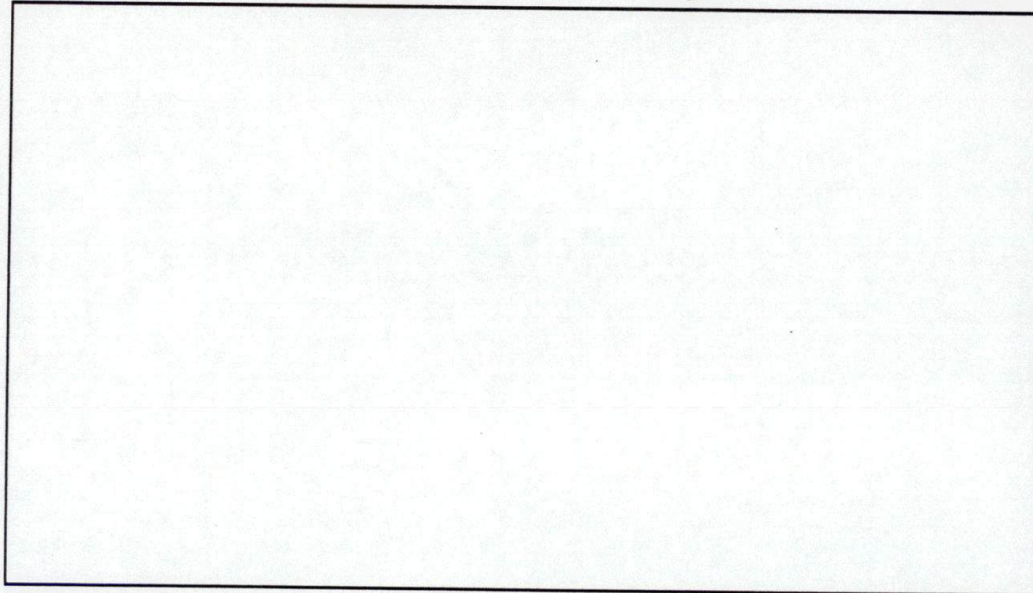
day night

Sc. 162

Pnl. A

Bg.

day night



EPISODE # **1034-237**

Dialog:

C: Hang on to your turkeys, because I'm about to make,

Action:

Timing:

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Production :

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1034/237

1034/237

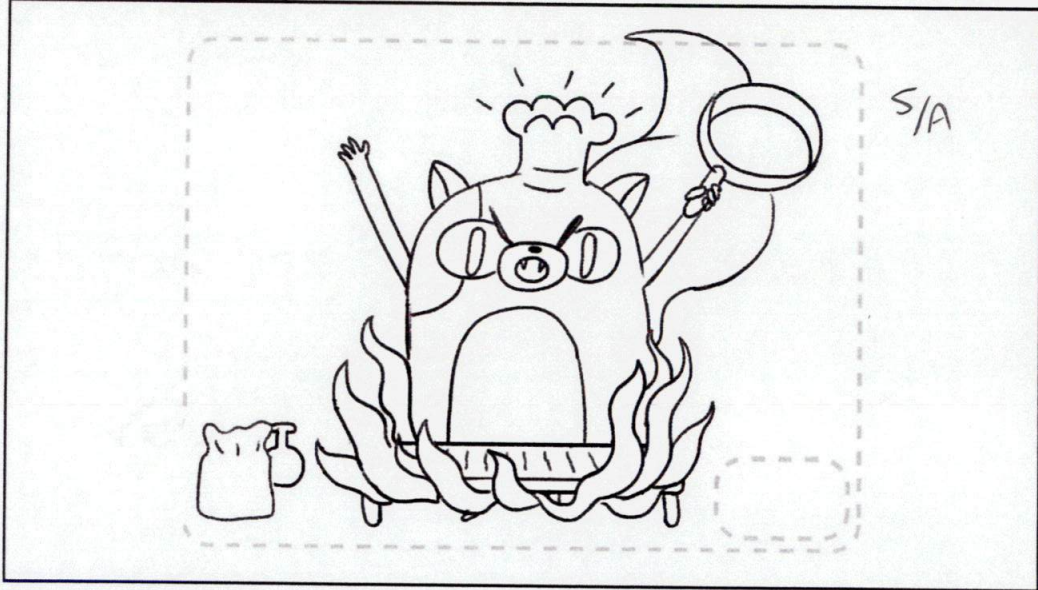
ADVENTURE TIME



Sc. 162 *cont* Pnl. B

Bg.

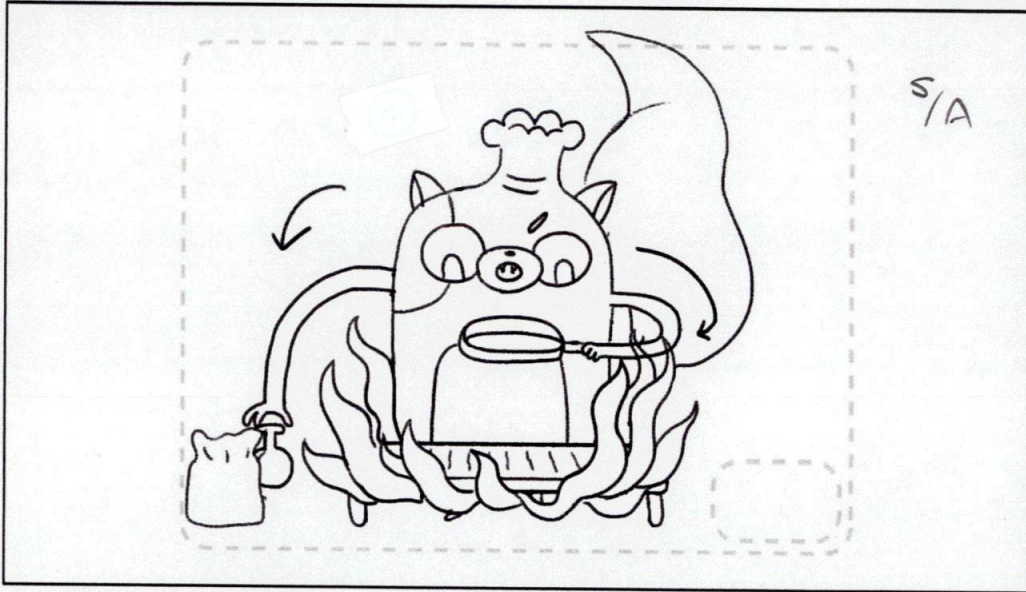
day night



Sc. 162 *cont* Pnl. C

Bg.

day night



Dialog:

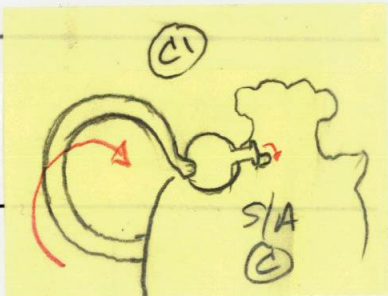
C: The toughest flapjack ever!

sfx: Pop

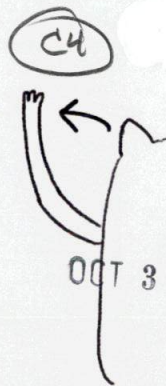
Action:

C grows a chef hat. The fire gets wilder.

Timing:



C: I just need to add some Purple Chicken milk,



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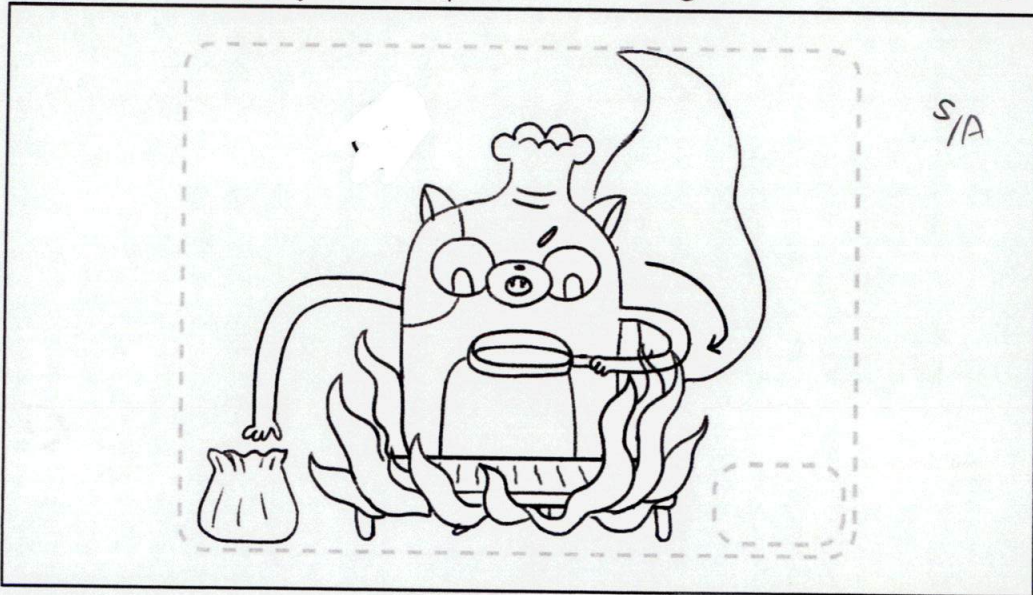


Page 274

Sc. 162 *cont* Pnl. D

Bg.

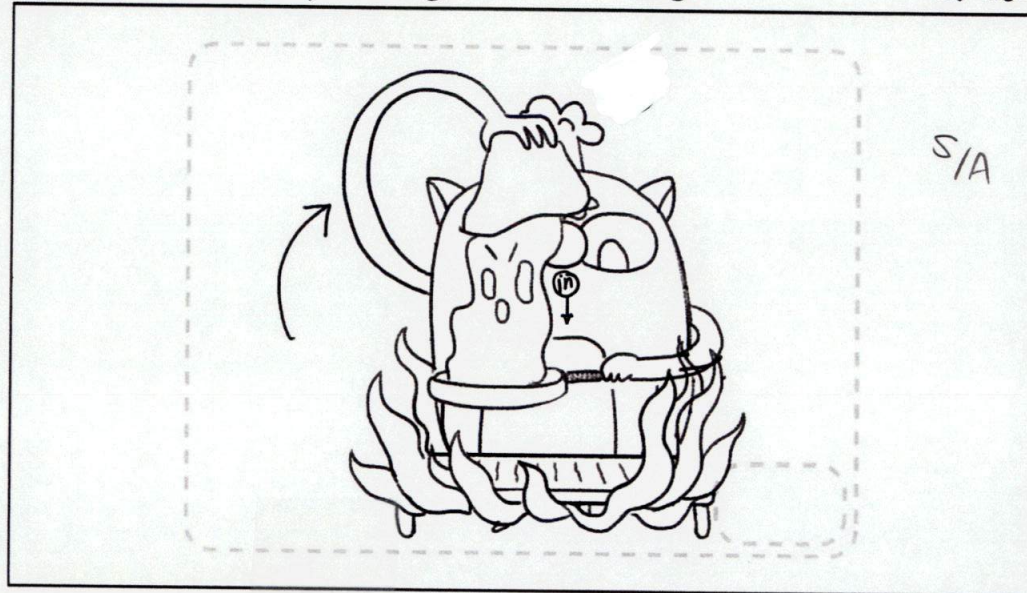
day night



Sc. 162 *cont* Pnl. E

Bg.

day night



EPISODE # 1034-237

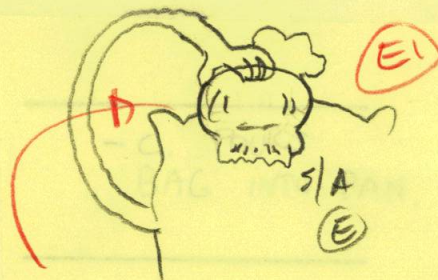
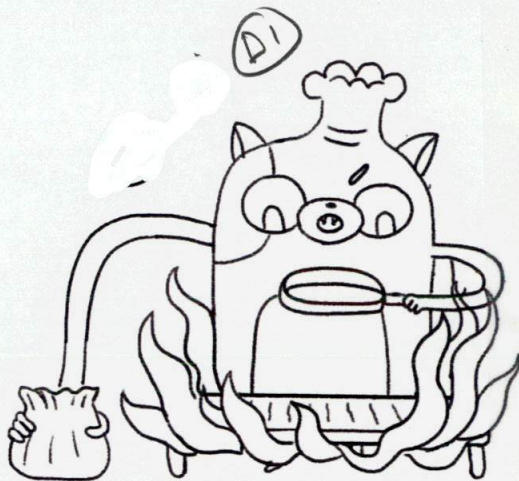
1034/237

Dialog:

C.: dramatic cornmeal.

Actio

Timin



cornmeal: Noooo!



Empties
Bag

OCT 30 2015

Production :

1034/237

ADVENTURE TIME



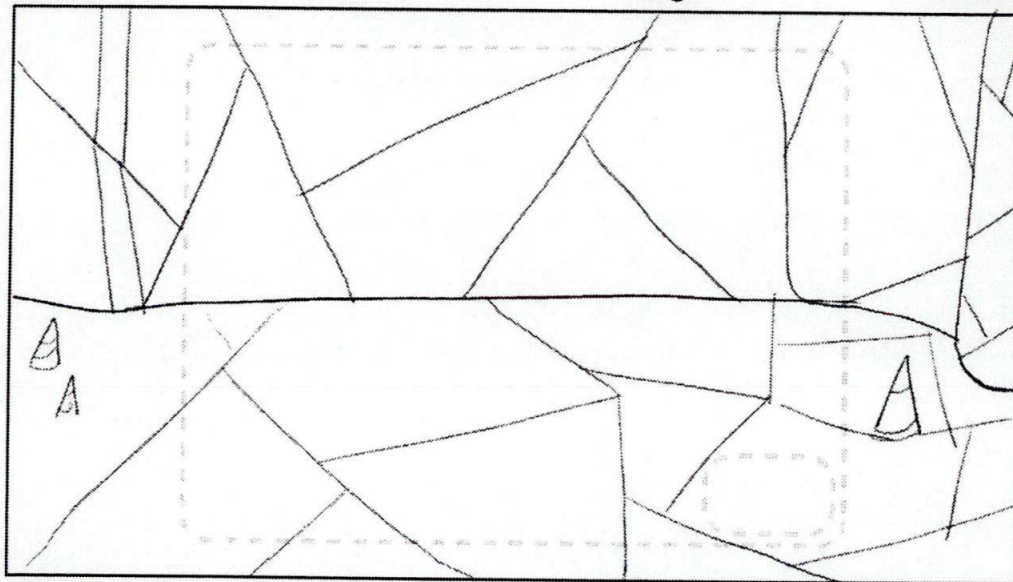
Page 275

Sc. 103

Pnl. A

Bg.

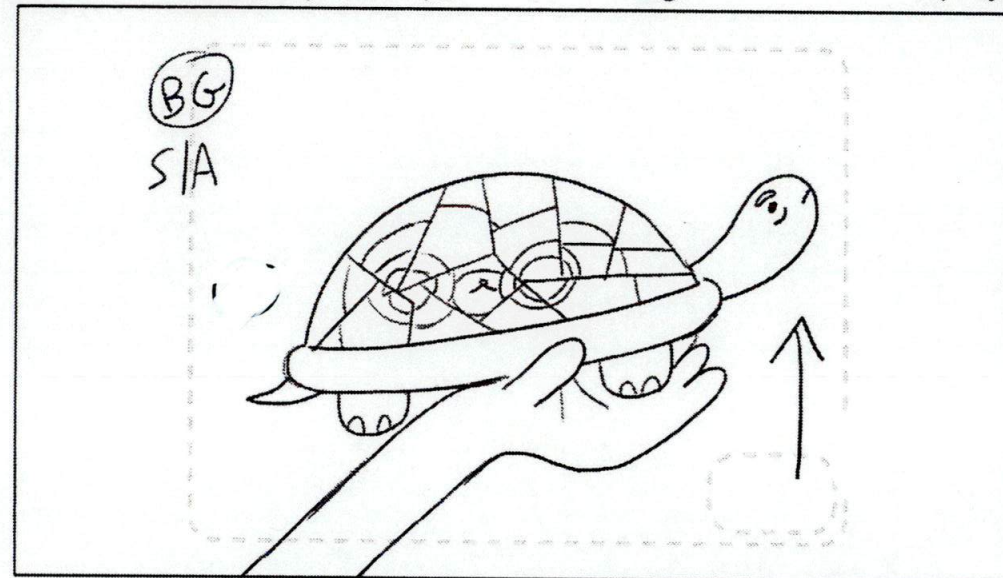
day night



Sc. 103 *cont* Pnl. B

Bg.

day night



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EPISODE #

1034/237

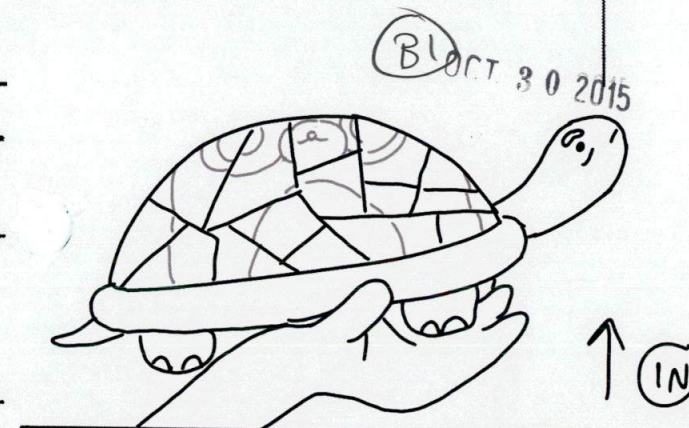
Dialog:

C: And the tears of this reflective turtle.

Action:

- LAKE HOLDS UP A shiny, silver turtle

Timing:



1034/237

ADVENTURE TIME



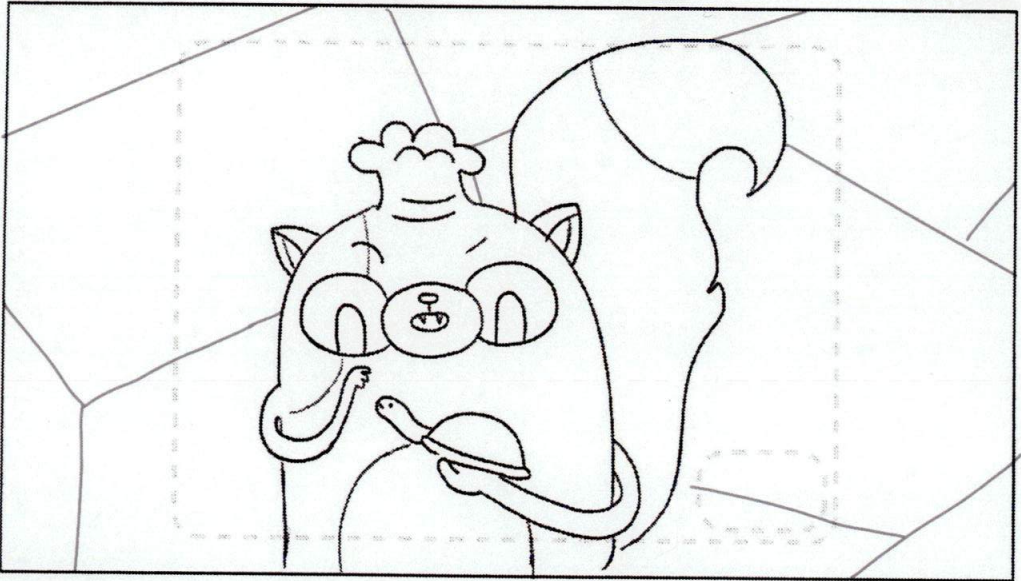
Page 276

Sc. 164

Pnl. A

Bg.

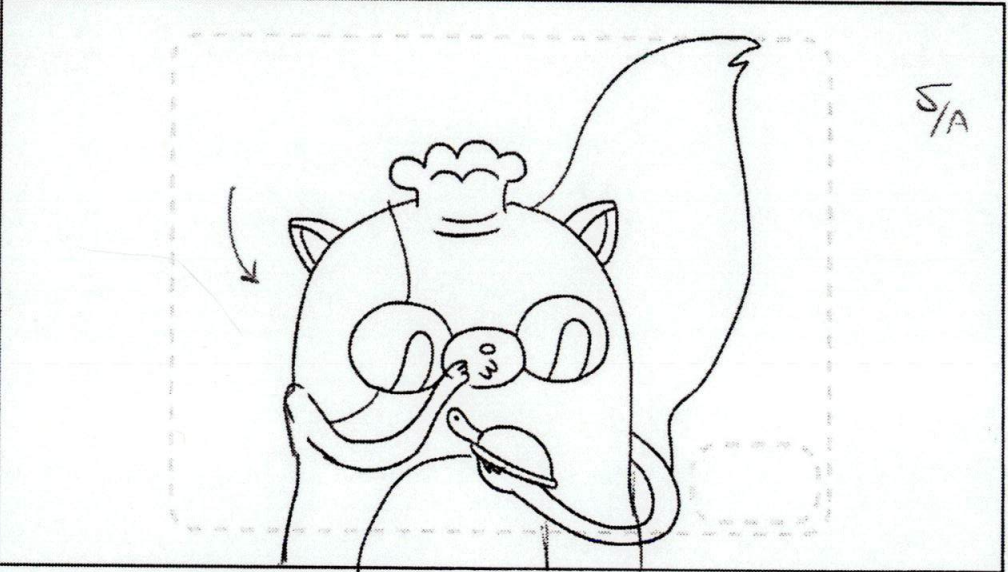
day night



Sc. 164 *CONT* Pnl. B

Bg.

day night



Dialog:	<u>C</u> (whispering): You will outlive everyone You love.
Action:	OCT 30 2015
Timing:	

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ADVENTURE TIME



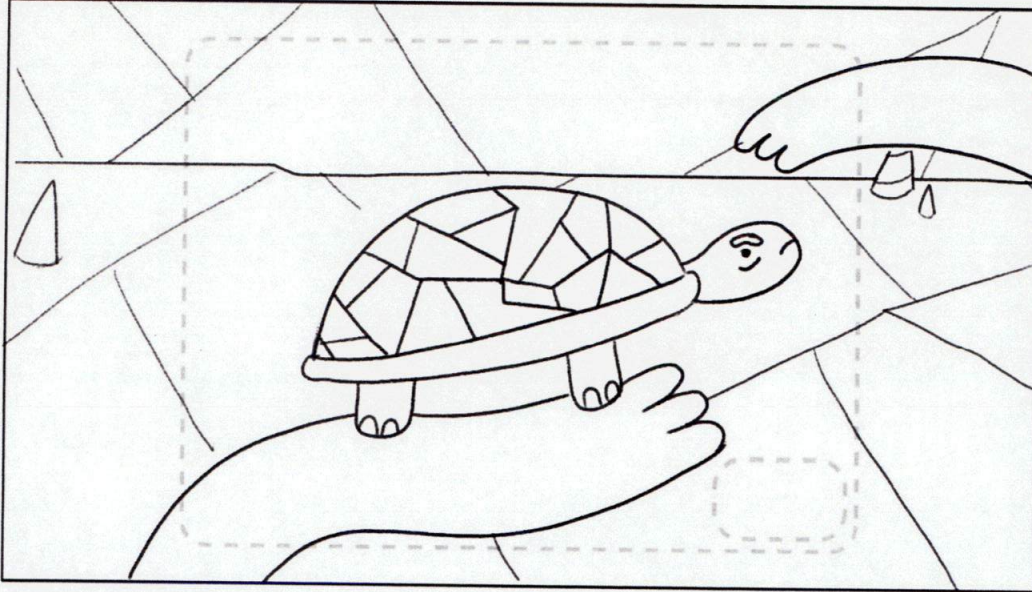
Page 277

Sc. 165

Pnl. A

Bg.

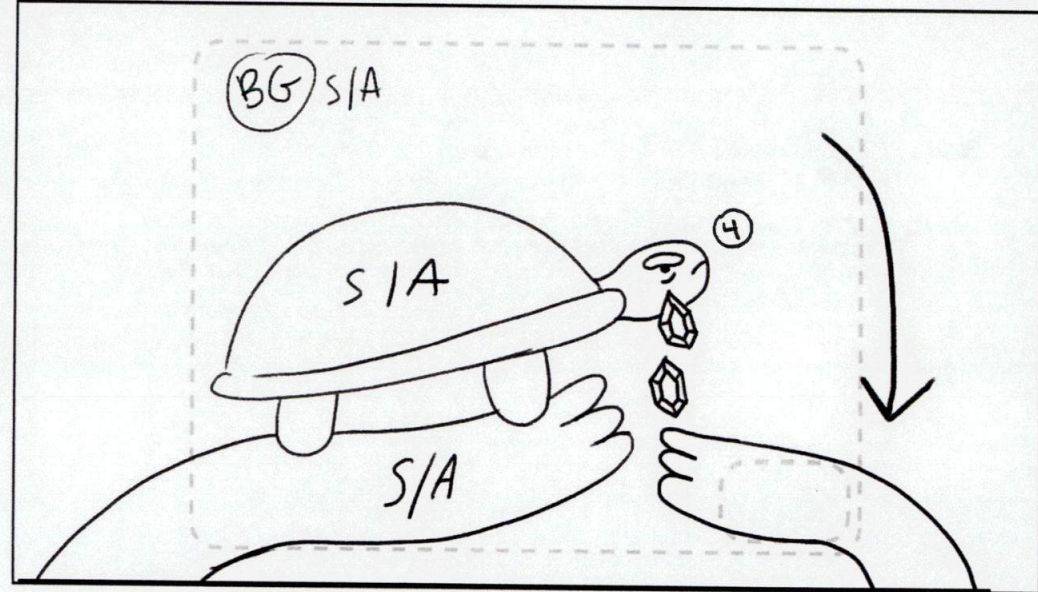
day night



Sc. 165 *CONT* Pnl. B

Bg.

day night



Dialog:

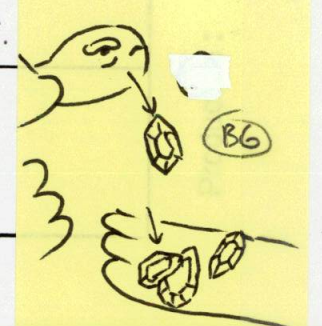
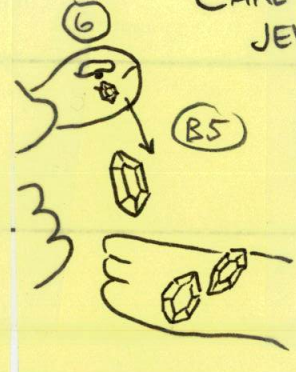
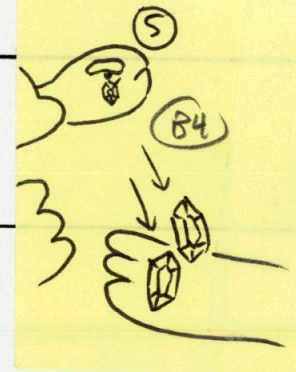
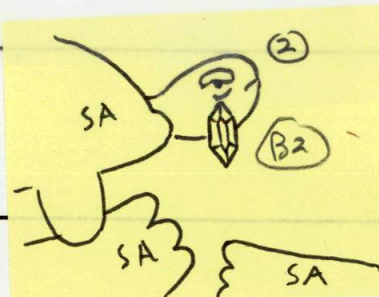
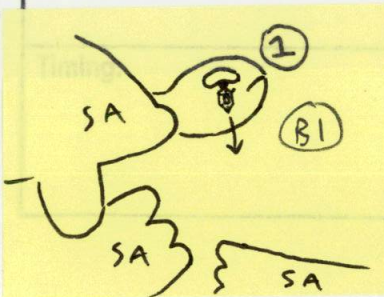
(c/s)
C: Cry for me little mama.

Action:

Turtle thinks it over

-T cries angrily

- CAKE CATCHES JEWEL TEARS.



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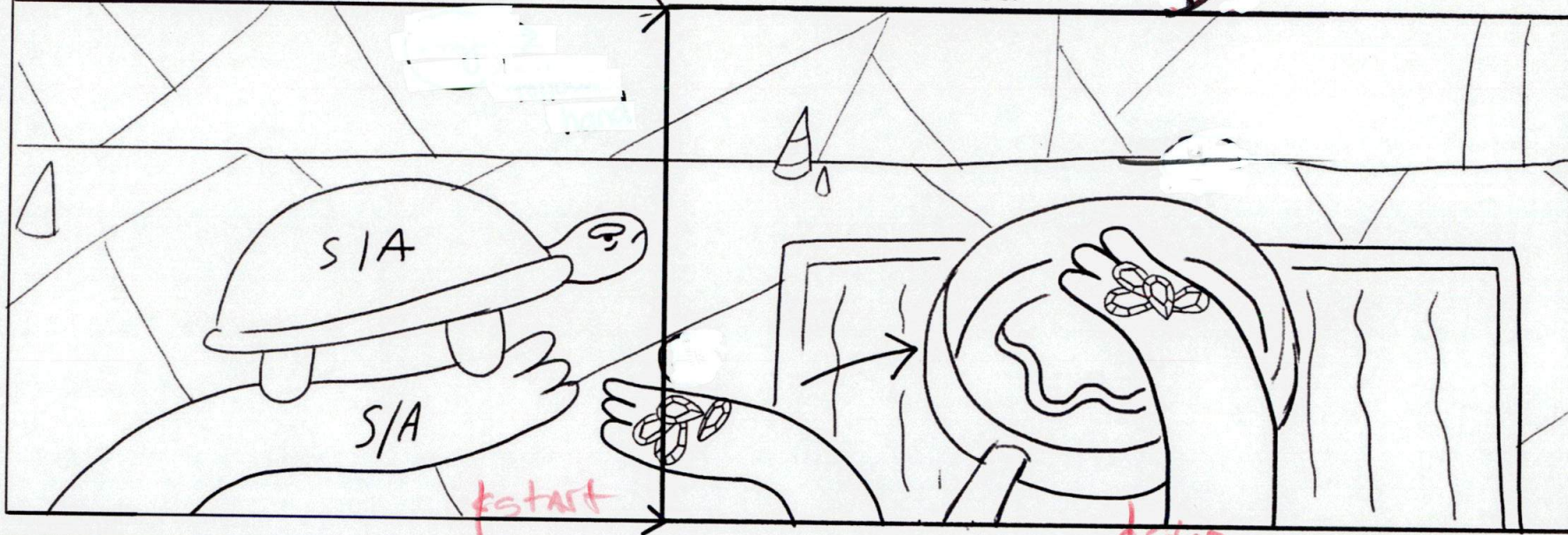


Page 278
day night

Sc. 165 *cont* Pnl. C

Bg. →

day night



Dialog:

Action:

- PAN RIGHT TO PAN W/ CAKE.

Timing:

OCT 30 2015

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EPISODE #

Production :

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1034/237

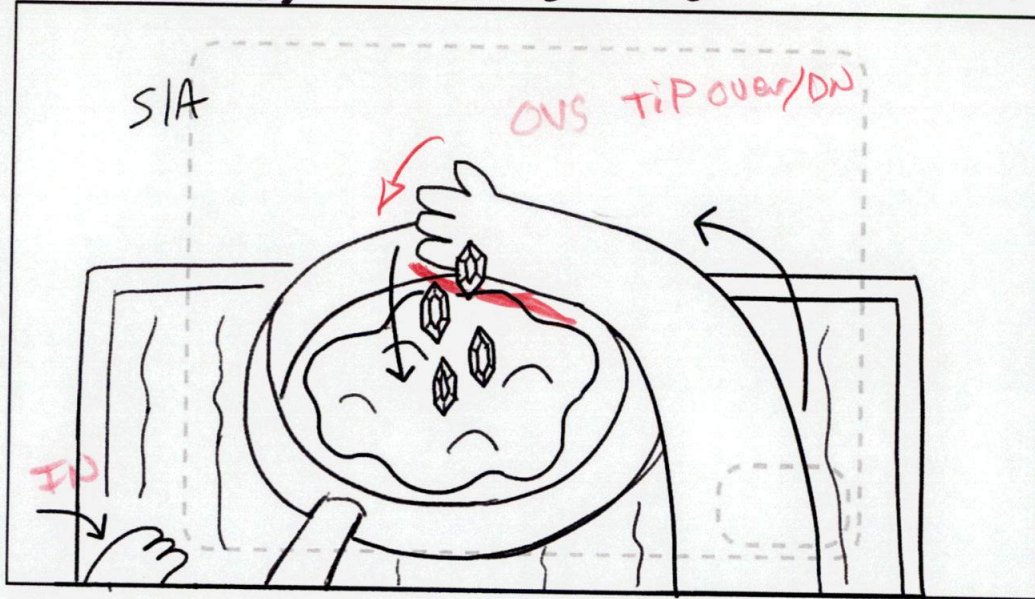
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ADVENTURE TIME



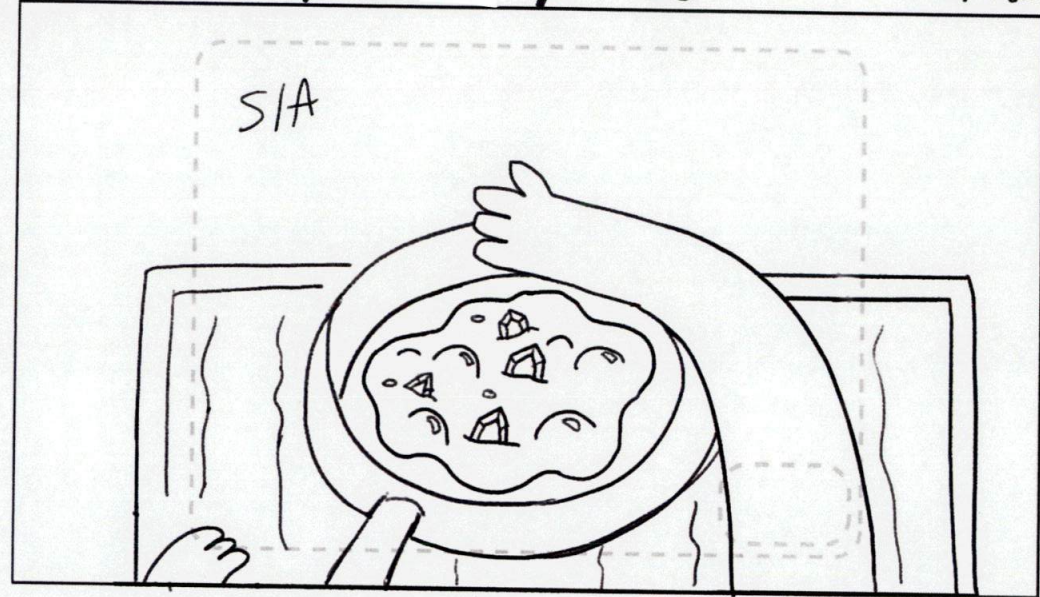
Sc. 105 *CONT* Pnl. *E* Bg.

day night



Sc. 105 *CONT* Pnl. *F* Bg.

day night



Dialog:

Action:

-C. DROPS TEARS INTO FLAPJACKS.

Timing:

OCT 30 2015

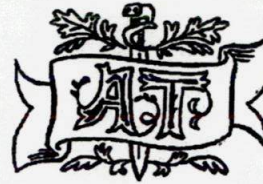
EPISODE # 1034-237

Production :

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1034/237

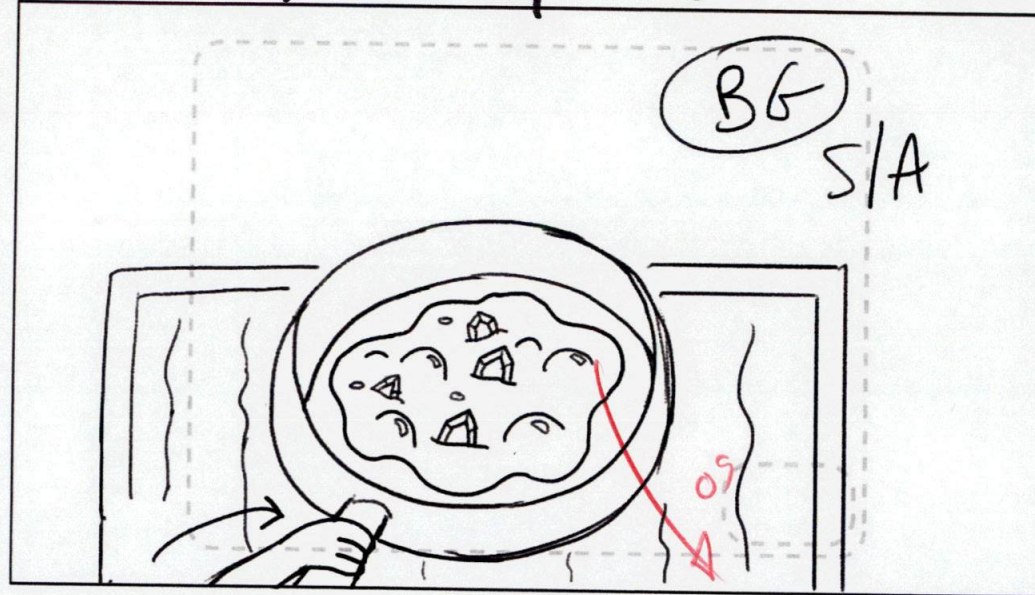
ADVENTURE TIME



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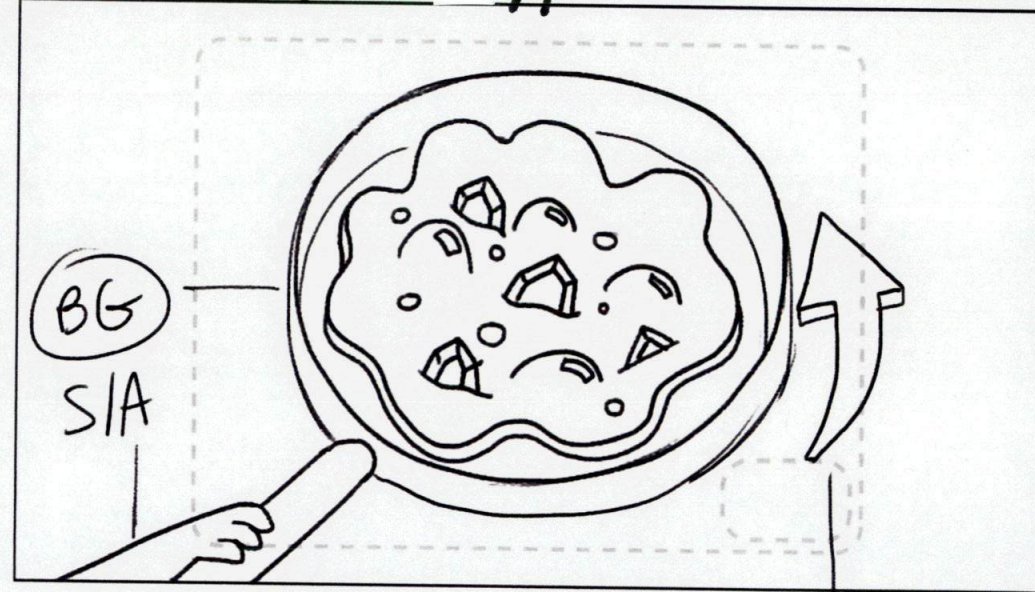
Sc. 105 cont Pnl. G Bg.

day night



Sc. 105 cont Pnl. H Bg.

day night



Dialog:

Sfx: * SSSS *

Action:

C lifts the pan

Timing:

OCT 30 2015

EPISODE # 1034-237

Production :

1034/237

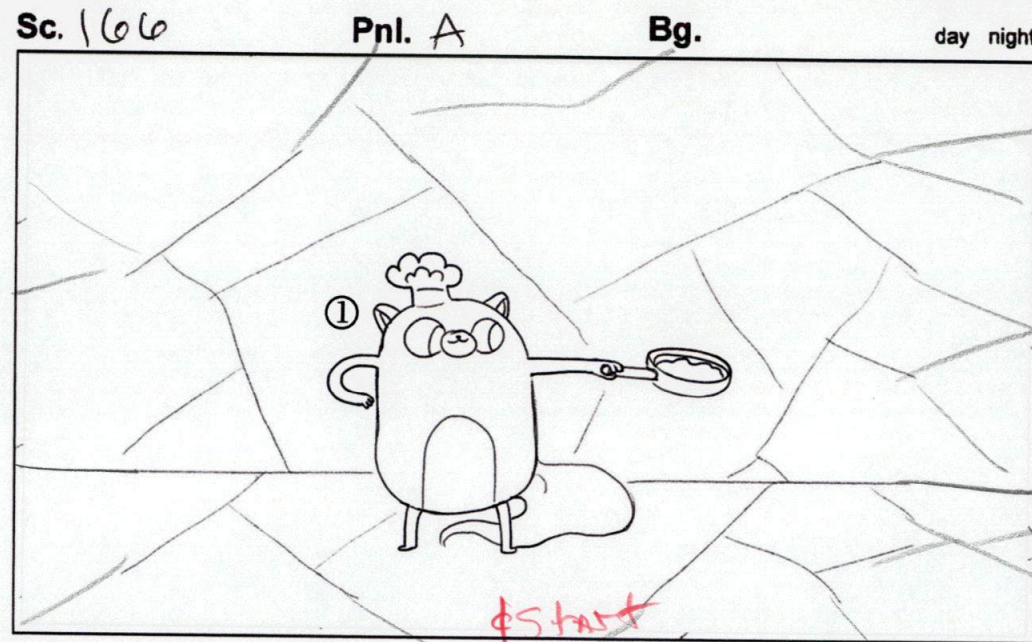
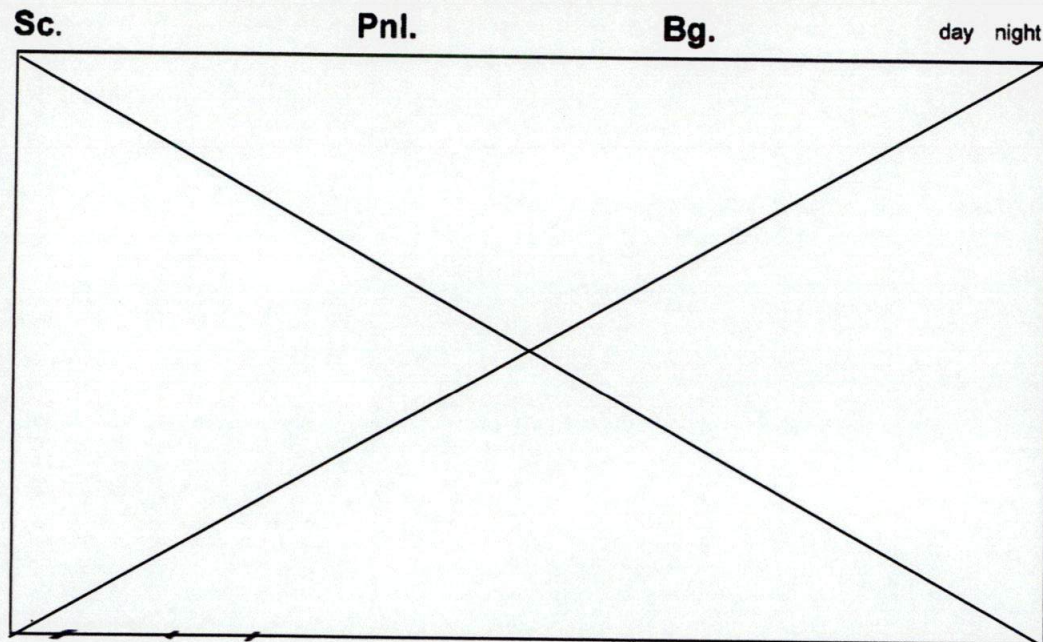
1034/237

1034/237

ADVENTURE TIME



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Dialog:	
Action:	
Timing:	
OCT 30 2015	

EPISODE # 1034-237

Production :

1034/237

1034/237

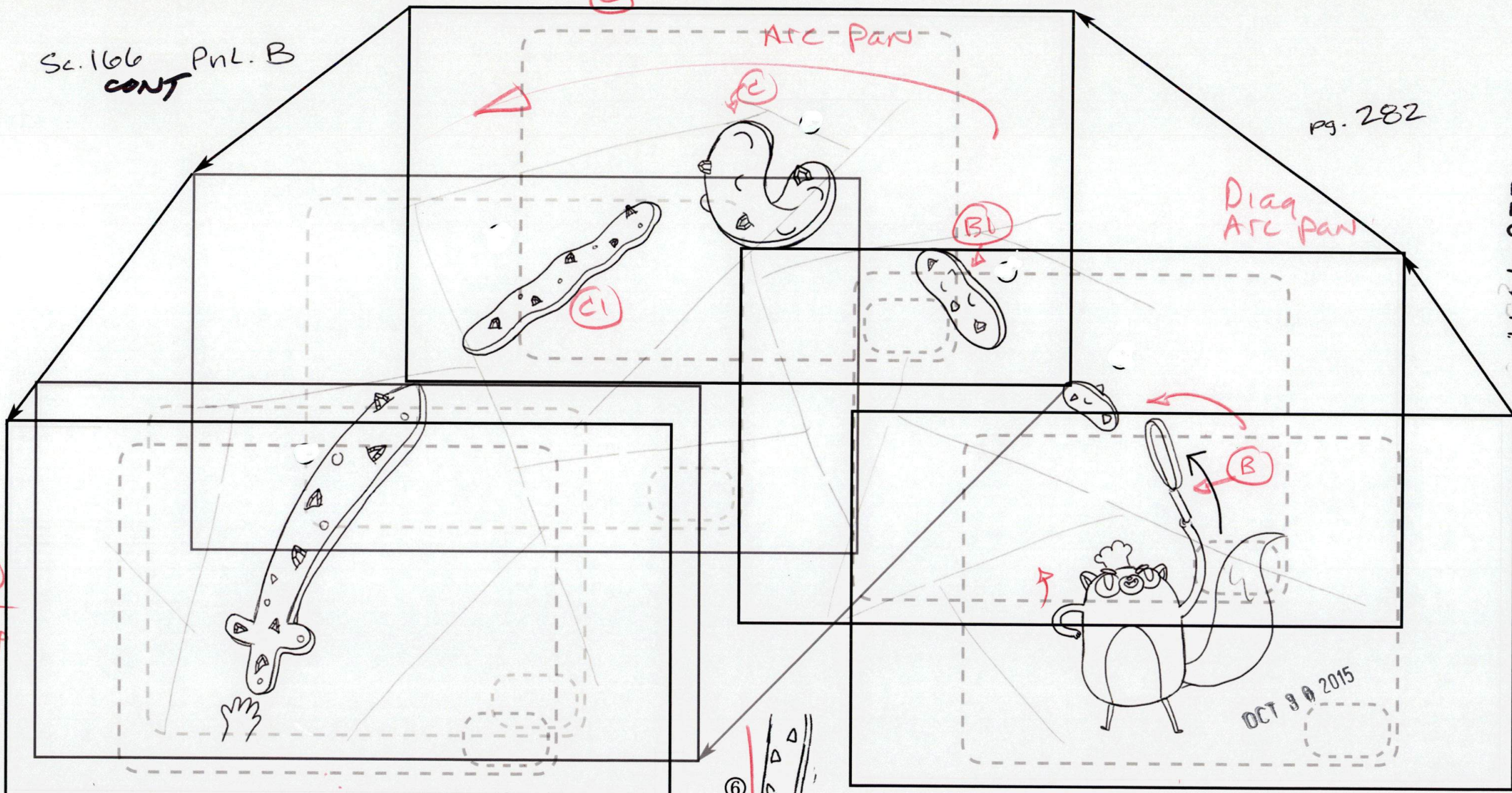
Sc. 166 PnL. B
CONT

pg. 282

1034-237

1034/237

5/A



C: Here, Fiona!

C throws the flapjack in the air,
the camera follows it as it stretches
and turns into a flapjack sword.

1034/237

ADVENTURE TIME



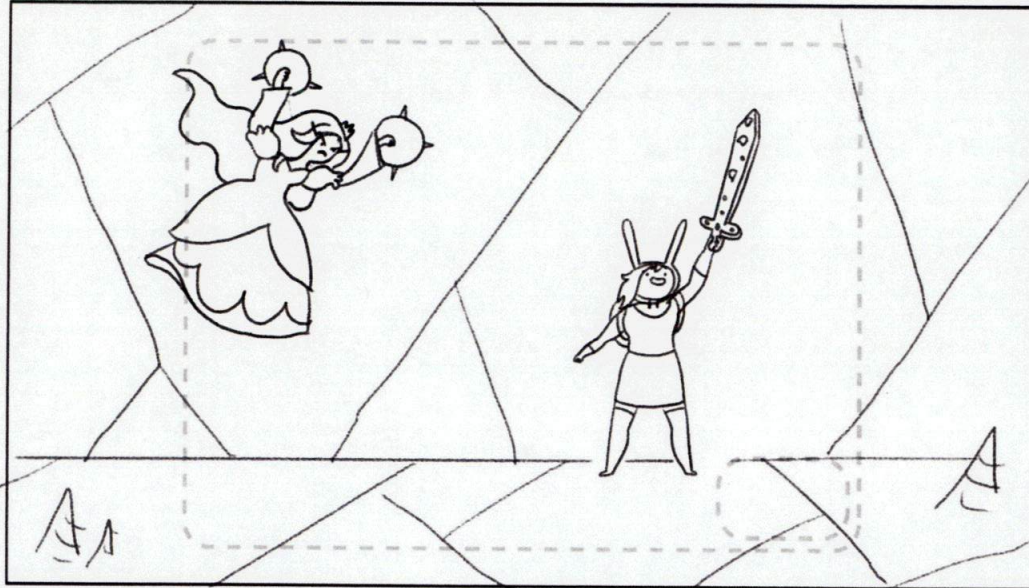
Page 283

Sc. 167

Pnl. A

Bg.

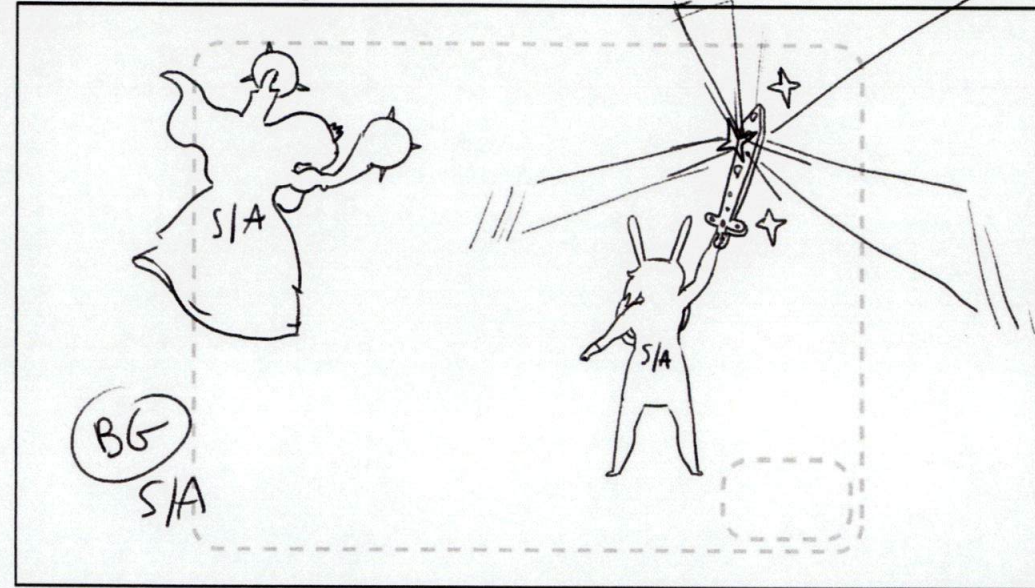
day night



Sc. 167 *CONT* Pnl. B

Bg.

day night



EPISODE # 1034-237

1034/237

Production :

Dialog: F: Tasty.

SFX: Sword glimmer

Action:

Bright flash of light

Timing:

OCT 30 2015

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1034/237

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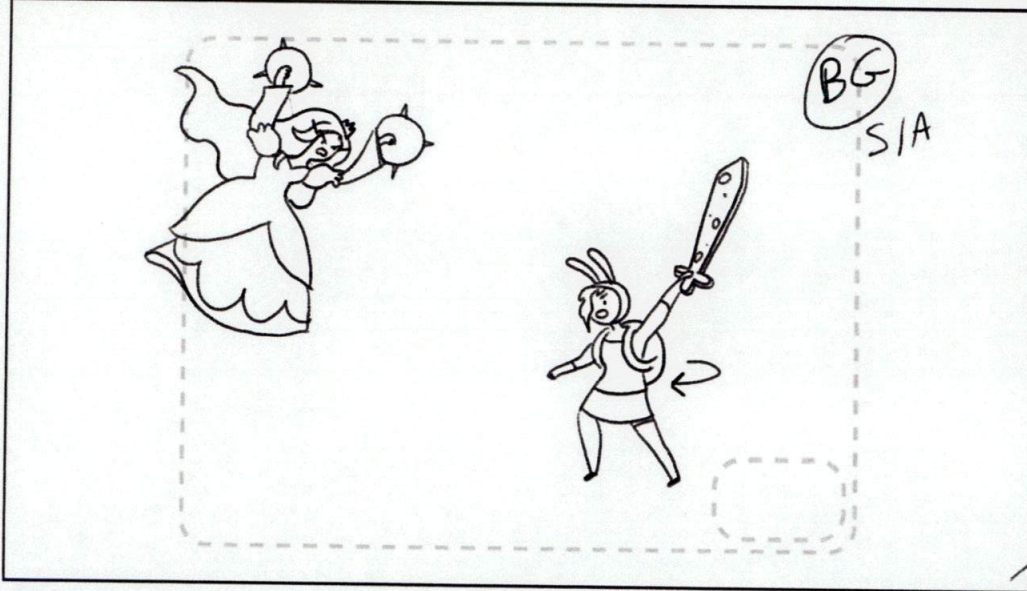


Page 284

Sc. 167 *cont* Pnl. C

Bg.

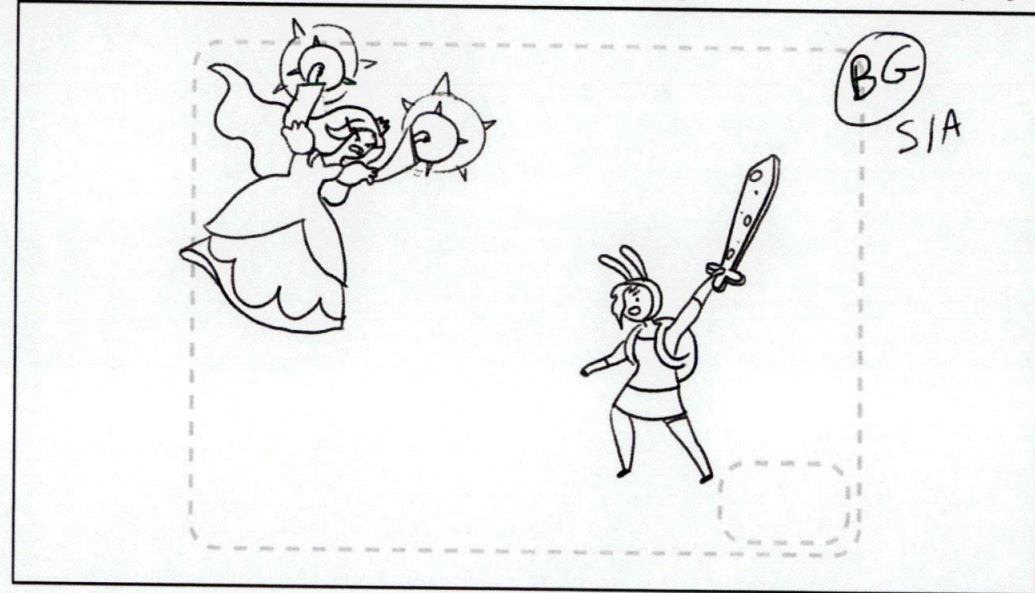
day night



Sc. 167 *cont* Pnl. D

Bg.

day night



EPISODE #

1034-237

1034/237

Production :

Dialog: F: Hey Ice Queen!

Action:

OCT 30 2015

Timing:

1034/237

ADVENTURE TIME

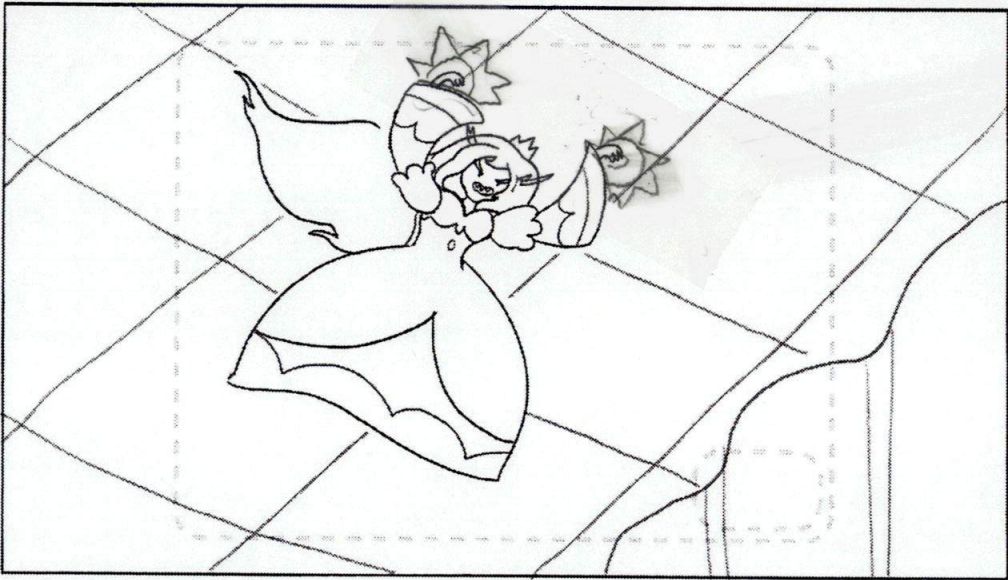


Page 285

Sc. 168 Pnl. A Bg. day night



Sc. 169 Pnl. A Bg. day night



Dialog: C: I really liked your story! The imagery was tight!

Action:

Timing:



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Production :

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ADVENTURE TIME

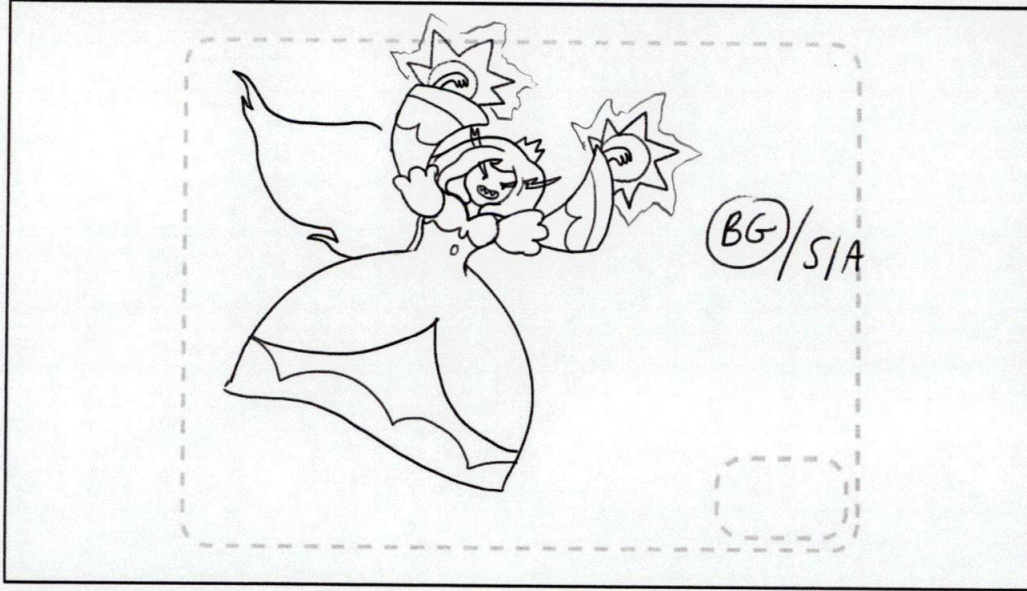


Page 286

Sc. 169 *CONT* Pnl. B

Bg.

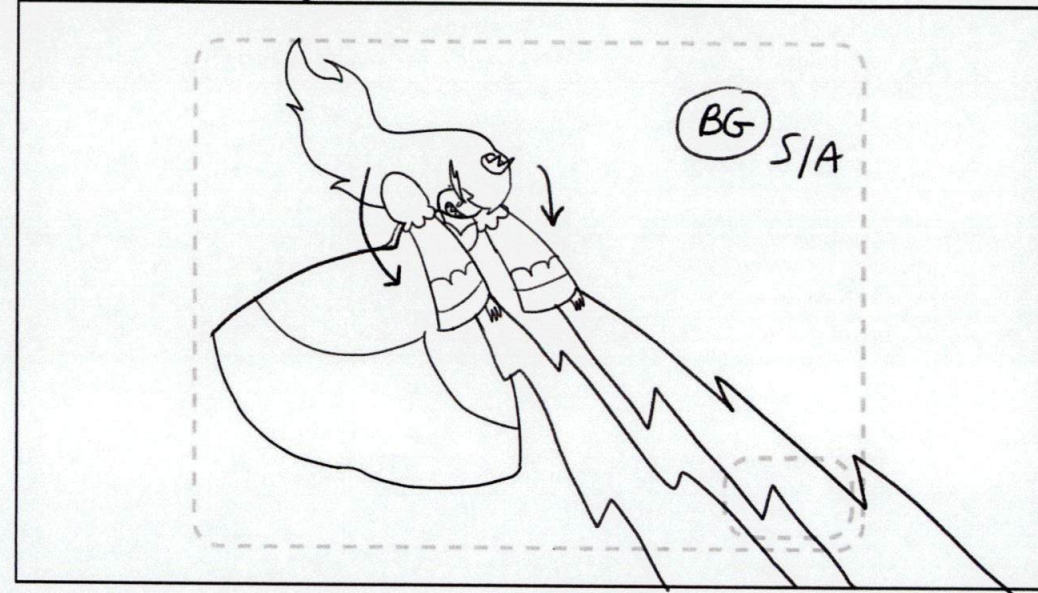
day night



Sc. 169 *CONT* Pnl. C

Bg.

day night



EPISODE # 1034-237

1034/237

Production :

1034/237

Dialog:

IQ: Can you believe it was my
1st draft? SFX: *ZAP*

Action:

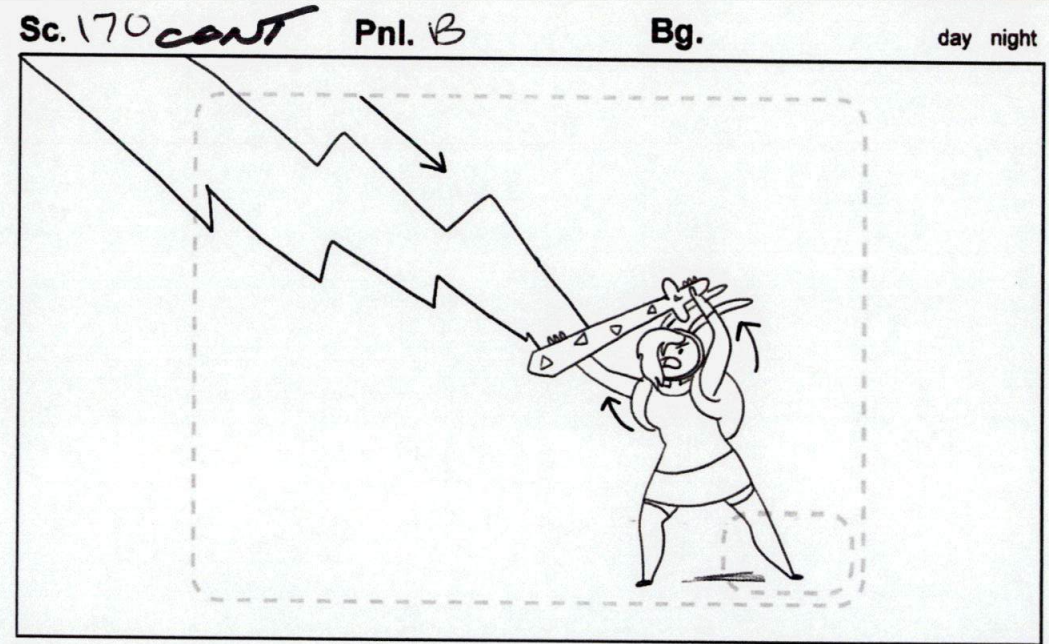
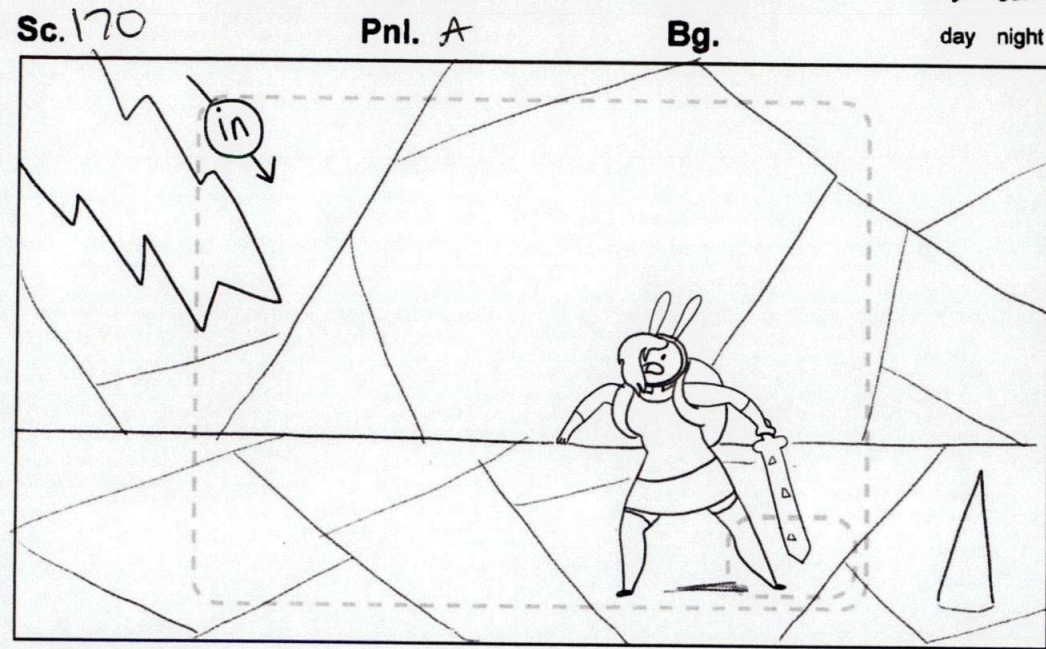
OCT 30 2015

Timing:

ADVENTURE TIME



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Dialog:

F: No way!

Action:

- BOT FLIES ON/S.

Timing:

OCT 30 2015

EPISODE #

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Production :

1034/237

1034/237

170 cont

ADVENTURE TIME



day night

Page 288

STOP
A



STOP

Diag PAN
w/action

C1

START

C

C
start



Action:

(F) deflects the ice attack w/
her sword.

Timing:

-PAN w/ Bolt.

OCT 30 2015

Production :

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ADVENTURE TIME



Page 289

Sc. 170 CONT Pnl. E Bg.

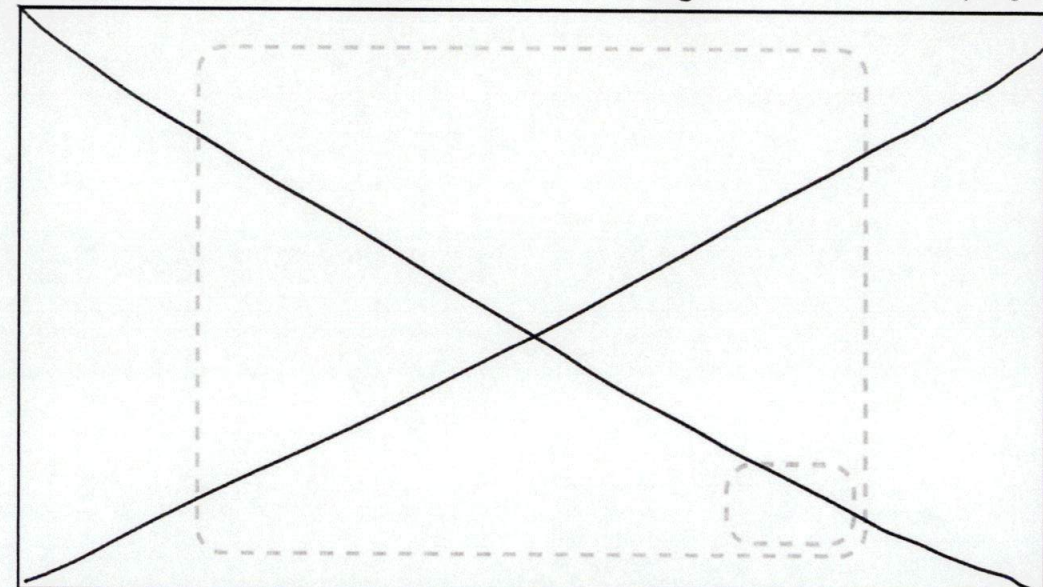
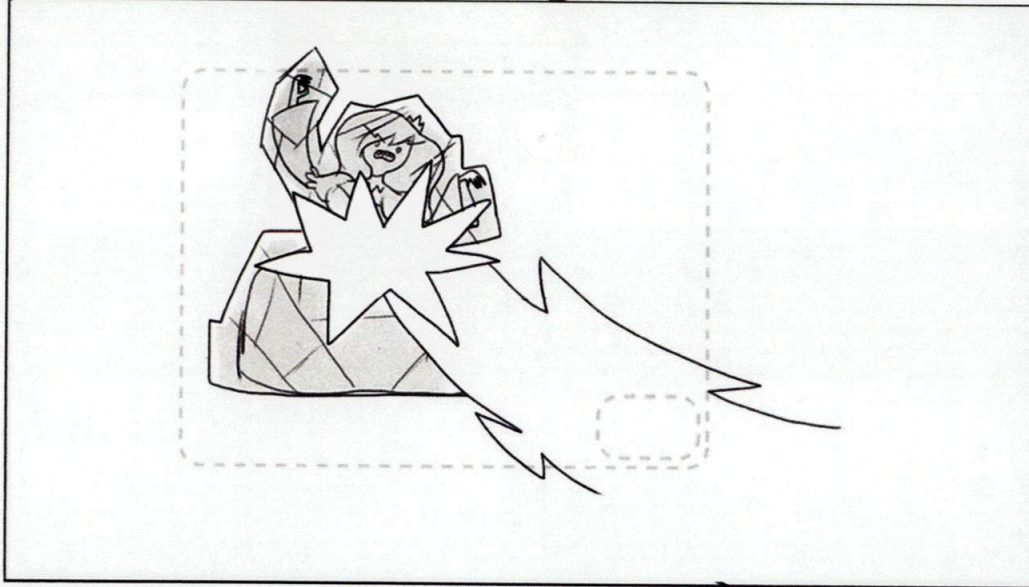
day night

Sc.

Pnl.

Bg.

day night



Dialog: IQ: AH!

Action: - BOLT FREEZES IQ.

Timing:

OCT 30 2015

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Production :

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ADVENTURE TIME



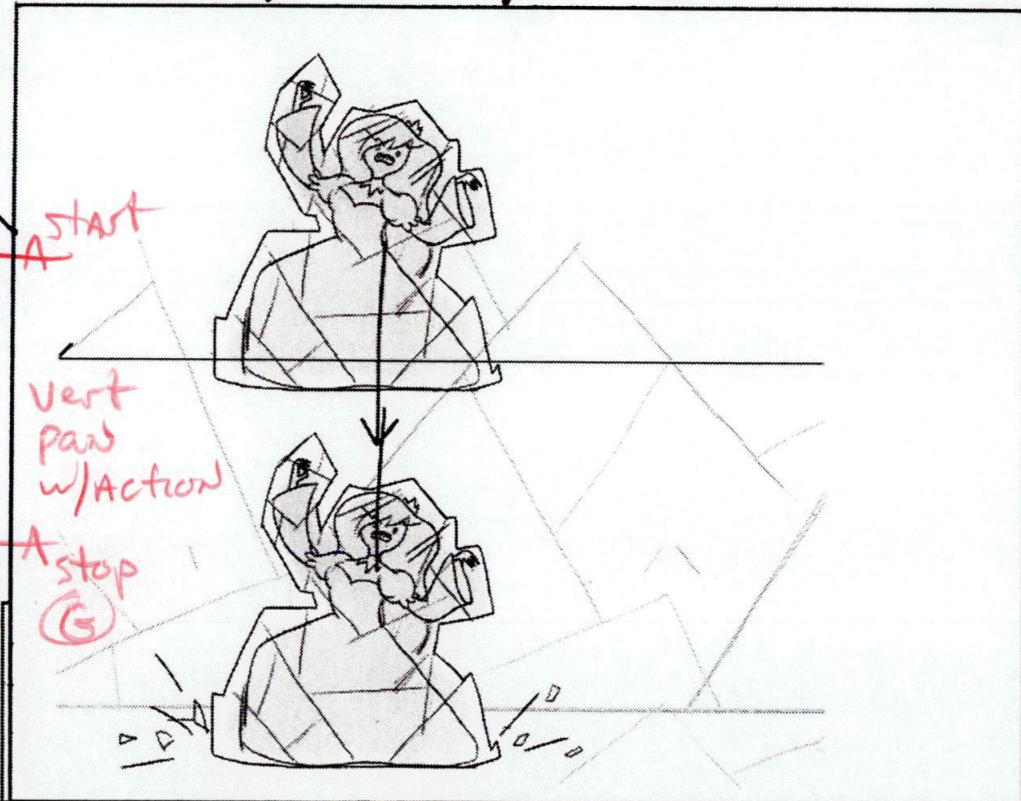
Page 290

Sc. 170 *cont* Pnl. **F** Bg.

day night

Sc. 170 *cont* Pnl. **H** Bg.

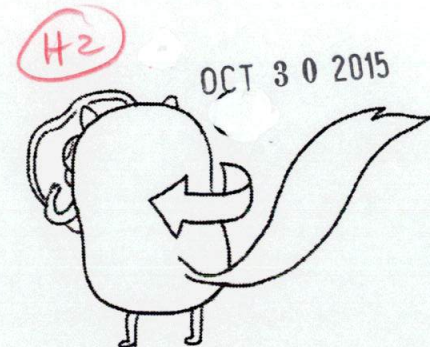
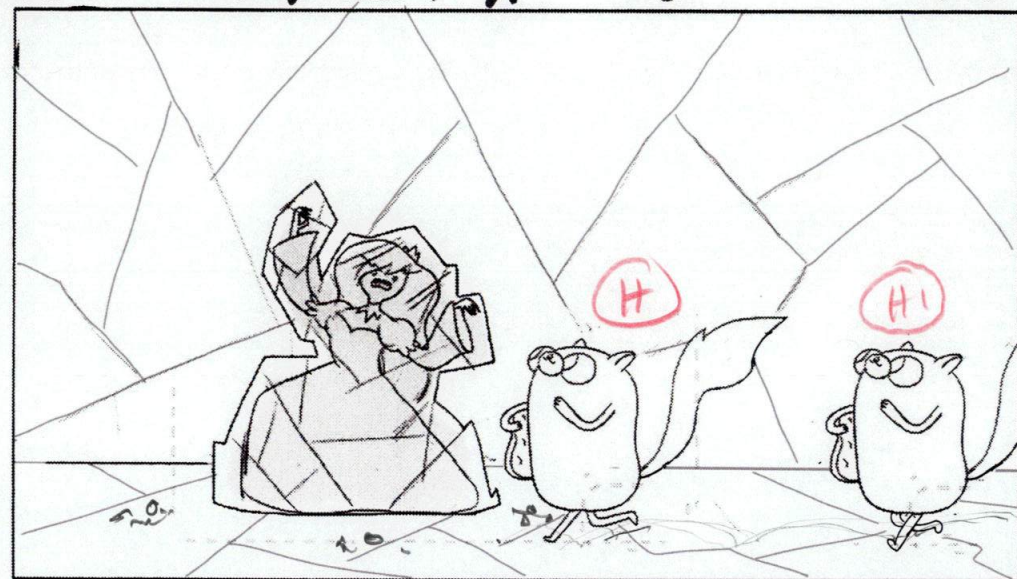
day night



Action:

Sfx. + CLUNK *
- IQ FALLS TO GROUND.

Timing:



Production :

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1034/237

1034/237

ADVENTURE TIME



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Sc. 171

Pnl. A

Bg.

day night

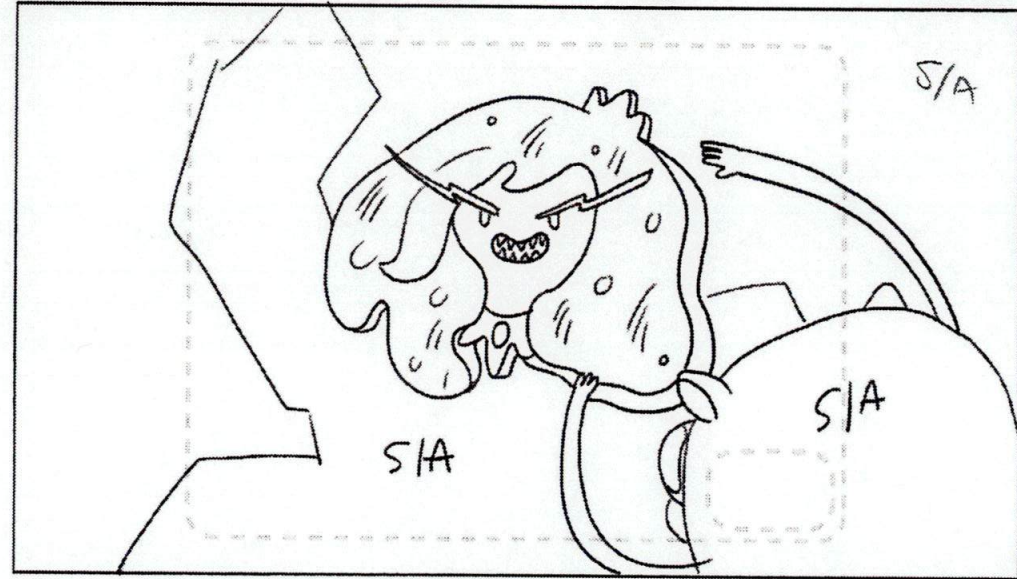


Sc. 171 *cont*

Pnl. B

Bg.

day night



Dialog:

C : Gotcha!

Action:

-C. PLOPS FLAPJACK ON IQ'S FACE

OCT 30 2015

Timing:

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Production :

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1034/237

ADVENTURE TIME



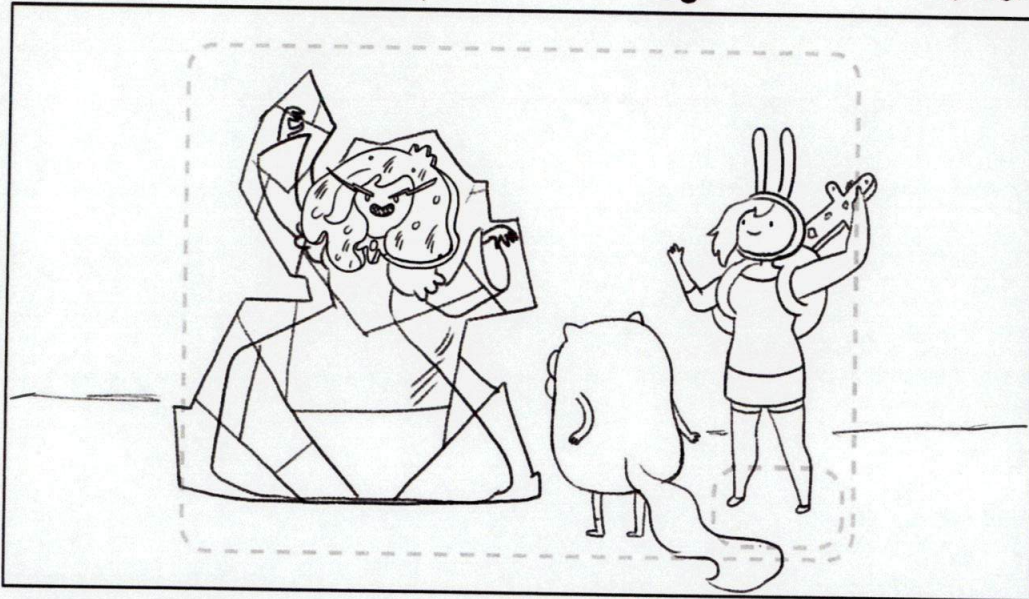
Page 292

Sc. 172

Pnl. A

Bg.

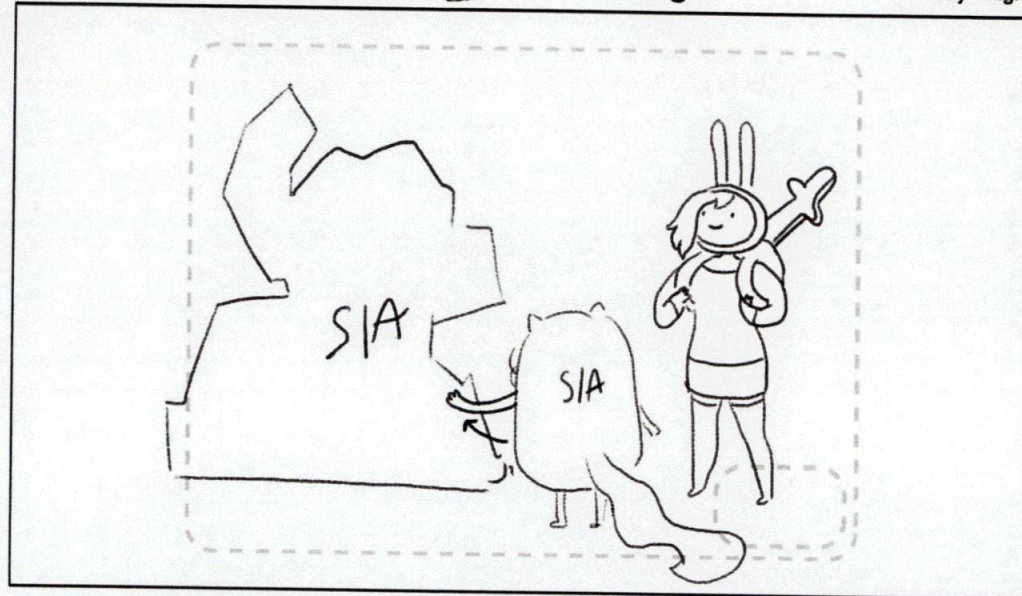
day night



Sc. 172 *cont* Pnl. B

Bg.

day night



Dialog:

F: This is your best flapjack, yet!

C: I call it "Portrait of an author".

Action:

Timing:

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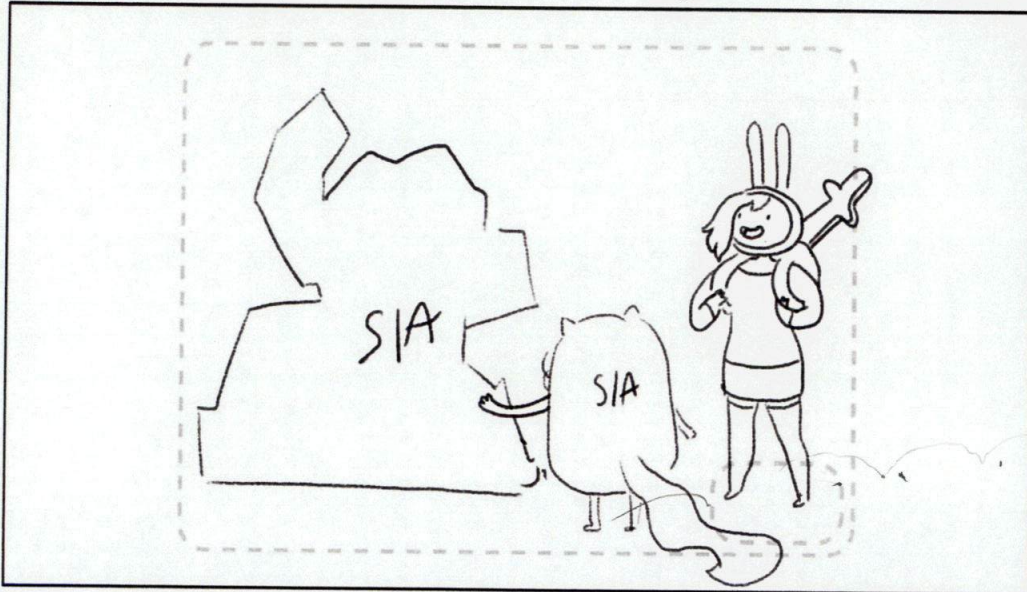


Page 293

Sc. 172 *cont* Pnl. C

Bg.

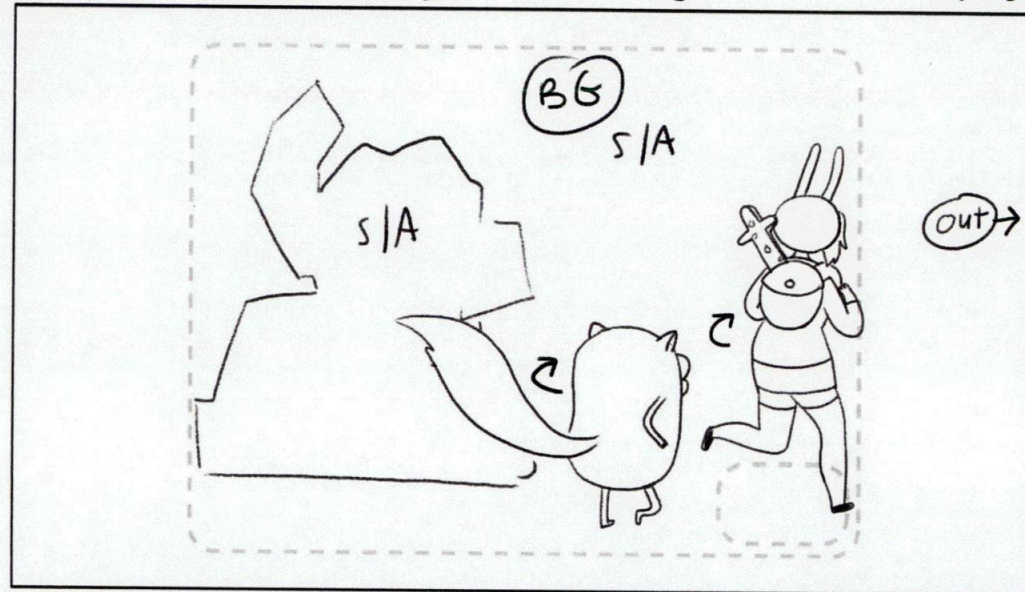
day night



Sc. 172 *cont* Pnl. D

Bg.

day night



Dialog:

F : HA. I really did like her story, though.

Action:

OCT 30 2015

Timing:

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ADVENTURE TIME

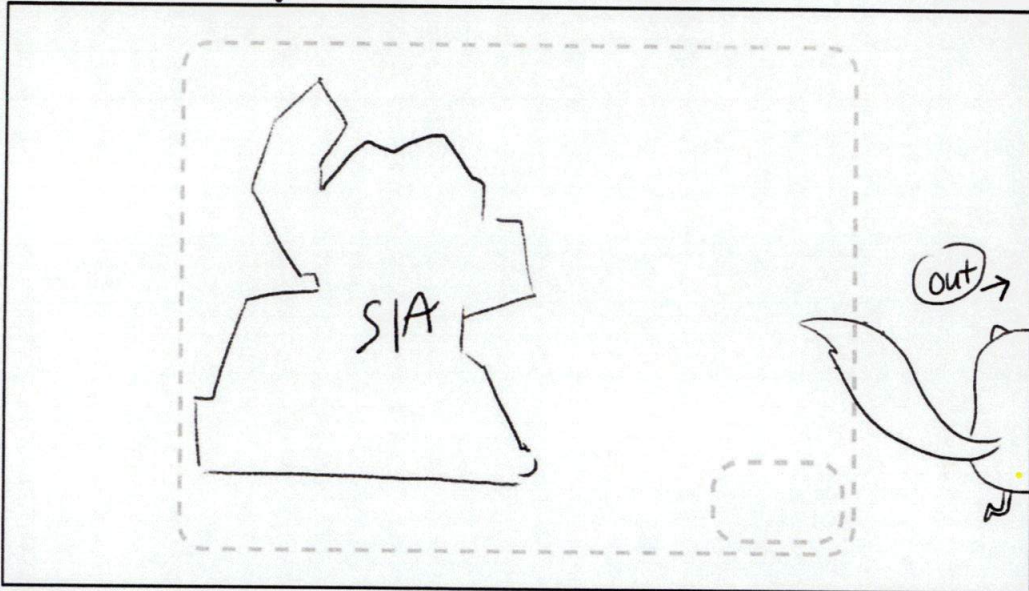


Page 294

Sc. 172 *cont* Pnl. E

Bg.

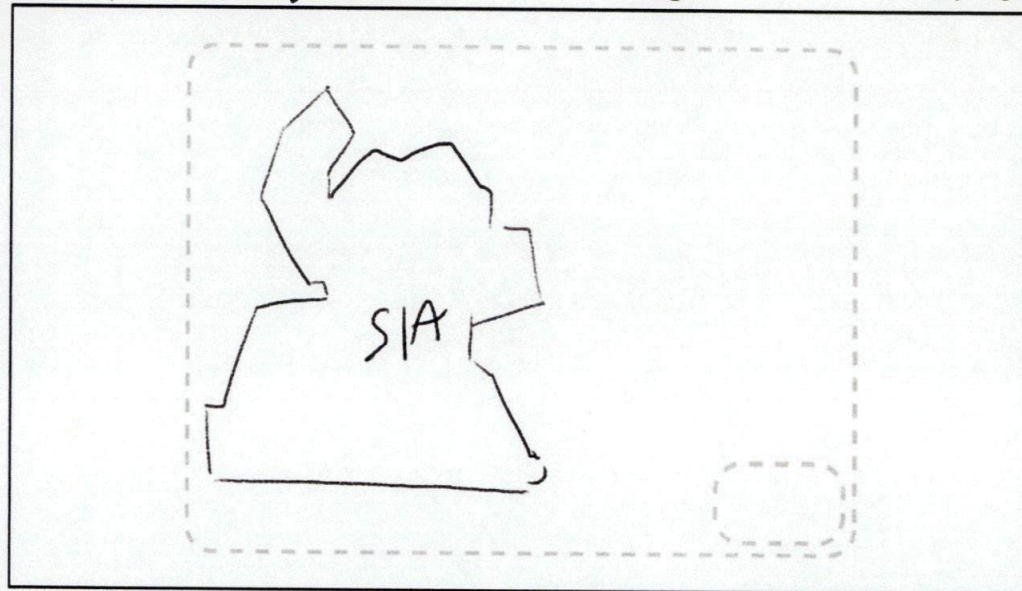
day night



Sc. 172 *cont* Pnl. F

Bg.

day night



Dialog:

F (Far, off screen) / I wonder how that Ice President got elected?

Action:

- F+C WALK OFF/S.

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Timing:

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ADVENTURE TIME



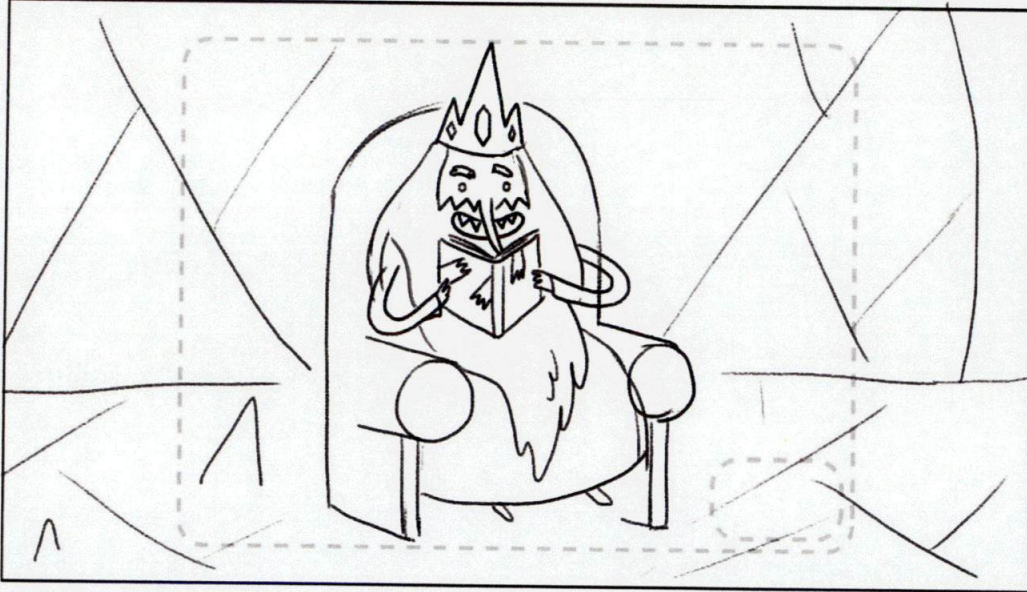
Page 295

Sc. 173

Pnl. A

Bg.

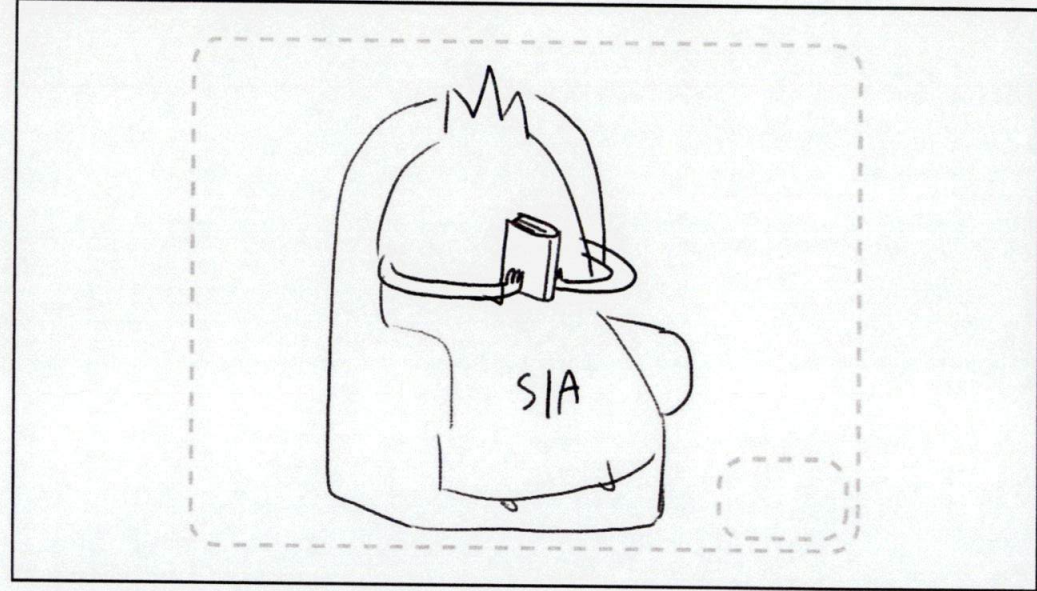
day night



Sc. 173 *cont* Pnl. B

Bg.

day night



Dialog:

IK: Talk about life imitating art.

Action:

IK Closes book.

OCT 30 2015

Timing:

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ADVENTURE TIME



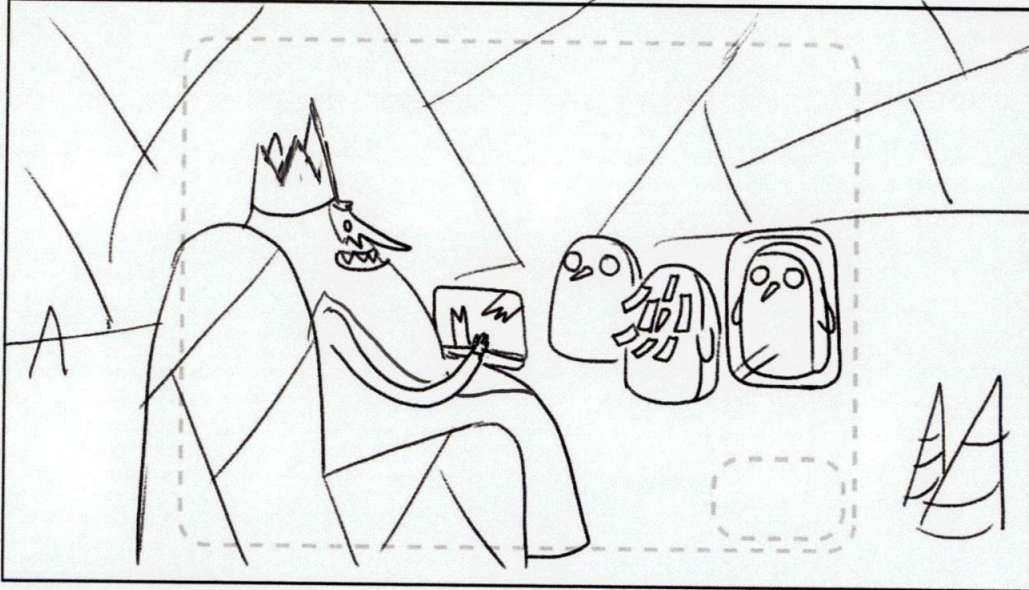
Page 296

Sc. 174

Pnl. A

Bg.

day night

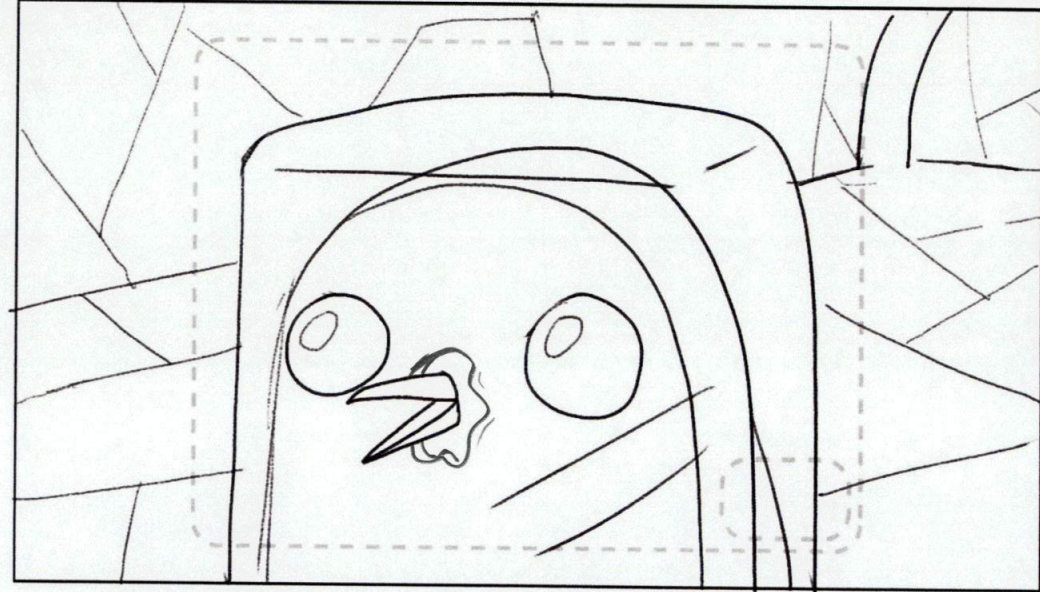


Sc. 175

Pnl. A

Bg.

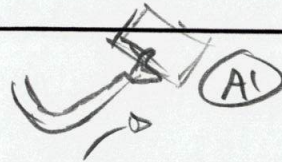
day night



Dialog: Ik: Gunter, did you see what daddy did?
Did you guess the secret theme?

G: WENK!

Action:



Timing:

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Production :

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ADVENTURE TIME



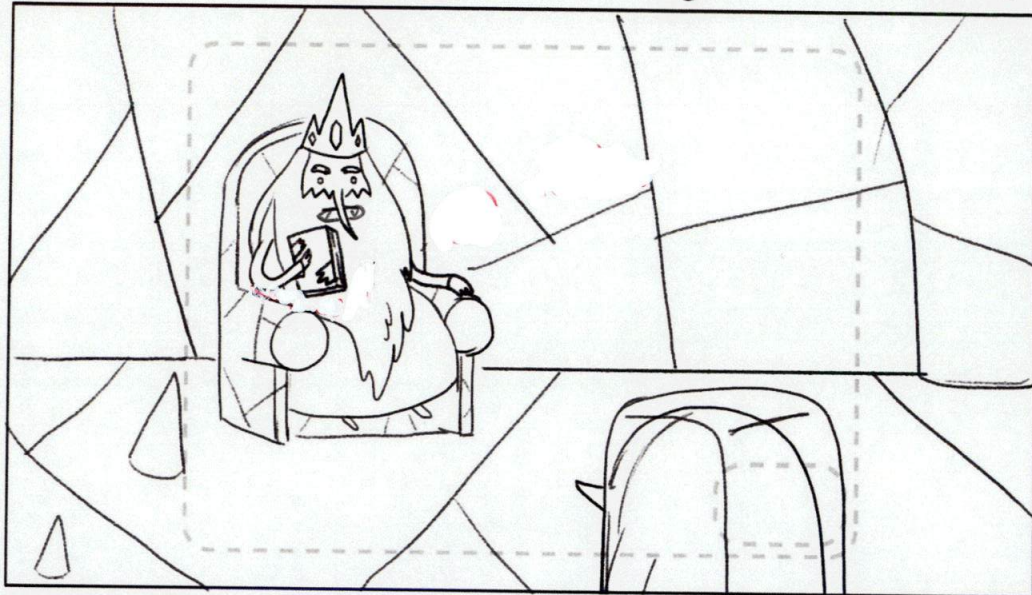
Page 297
NO PG-298
 day night

Sc. 176

Pnl. A

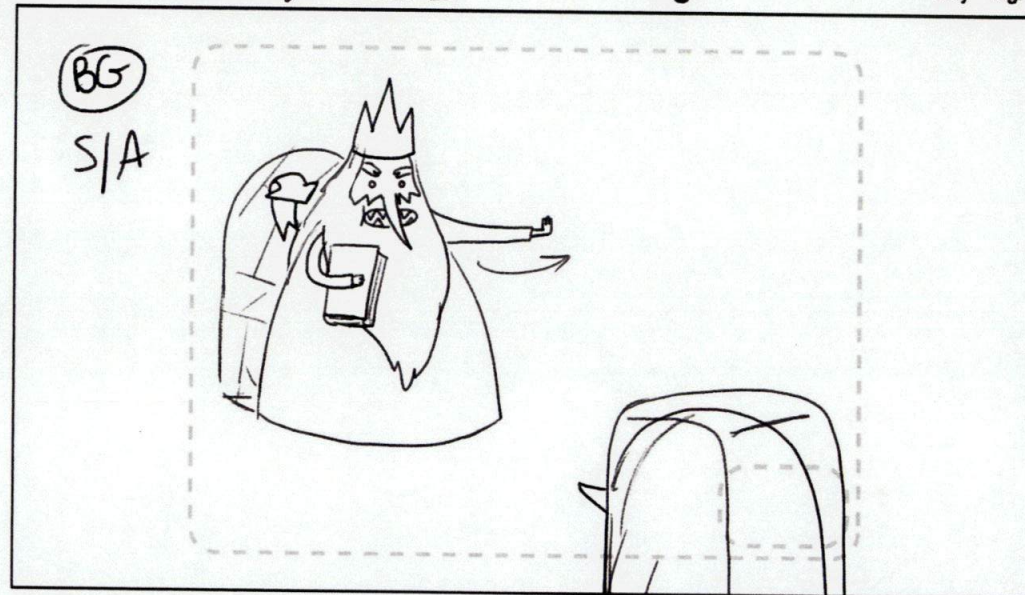
Bg.

day night



Sc. 176 *cont* Pnl. B

Bg.



Dialog:

IK: NO!

IK: You're way off!

Action:

- IK STANDS UP

OCT 30 2015

Timing:

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ADVENTURE TIME

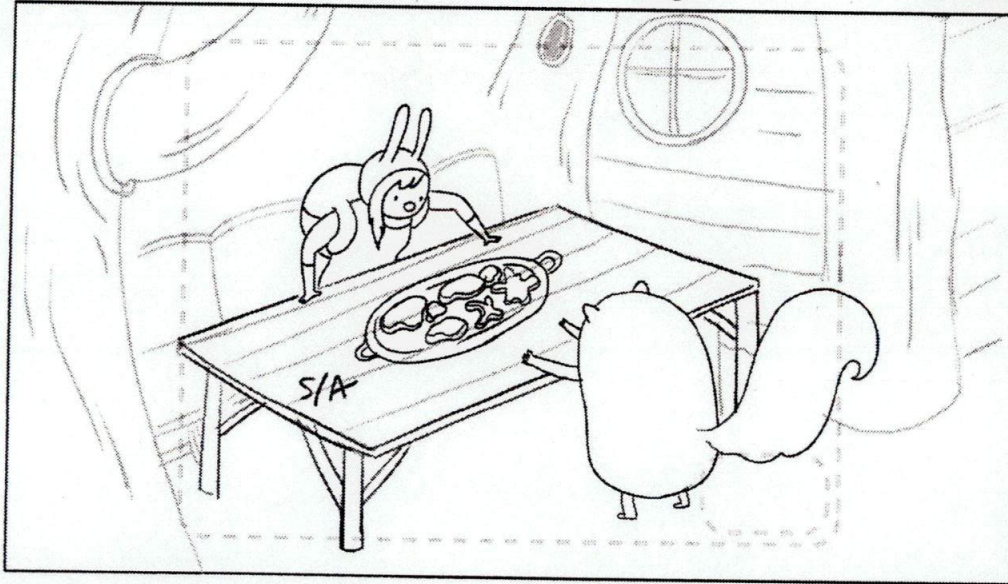


Sc. 177

Pnl. A

Bg.

day night

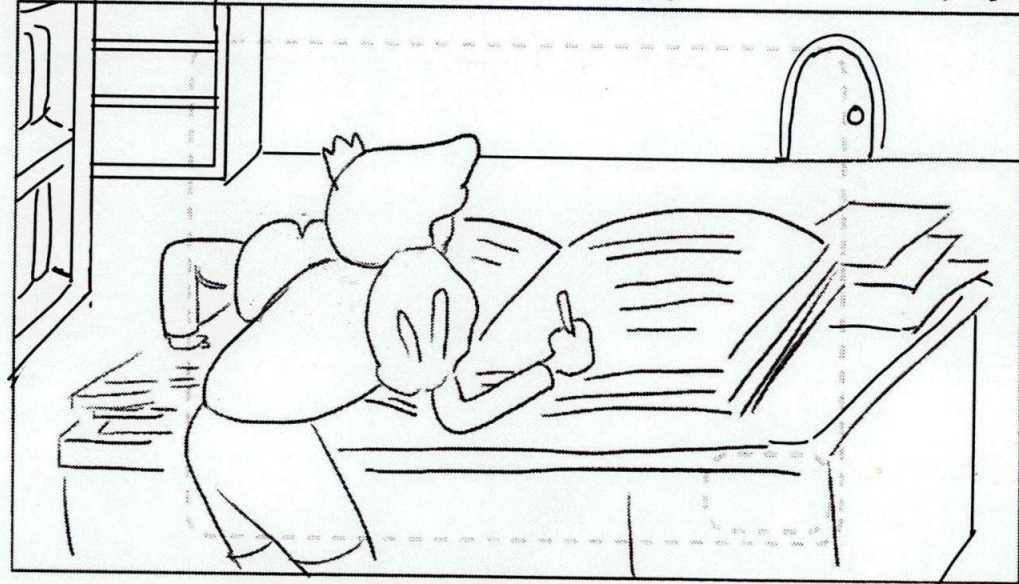


Sc. 178

Pnl. A

Bg.

day night



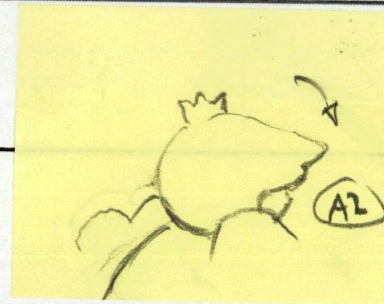
Dialog:

(IK) v/o: Fionna and Cake were at the breakfast table.

(IK) Gumball consulted the periodic table.

Action:

Timing:



Looks on

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ADVENTURE TIME



Sc. 179

Pnl. A

Bg.

day night



Sc. 180

Pnl. A

Bg.

day night



Dialog:

IK: Flame prince set fire to the
table of contents.

IK: The purple thing had a tablespoon
of serum ,

Action:

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ADVENTURE TIME



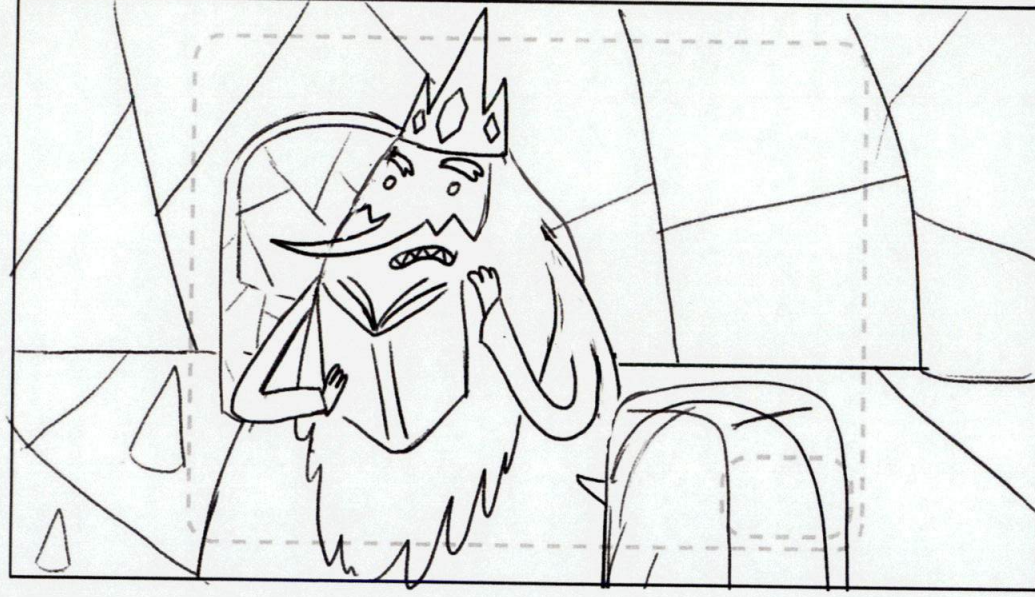
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Sc. 181

Pnl. A

Bg.

day night

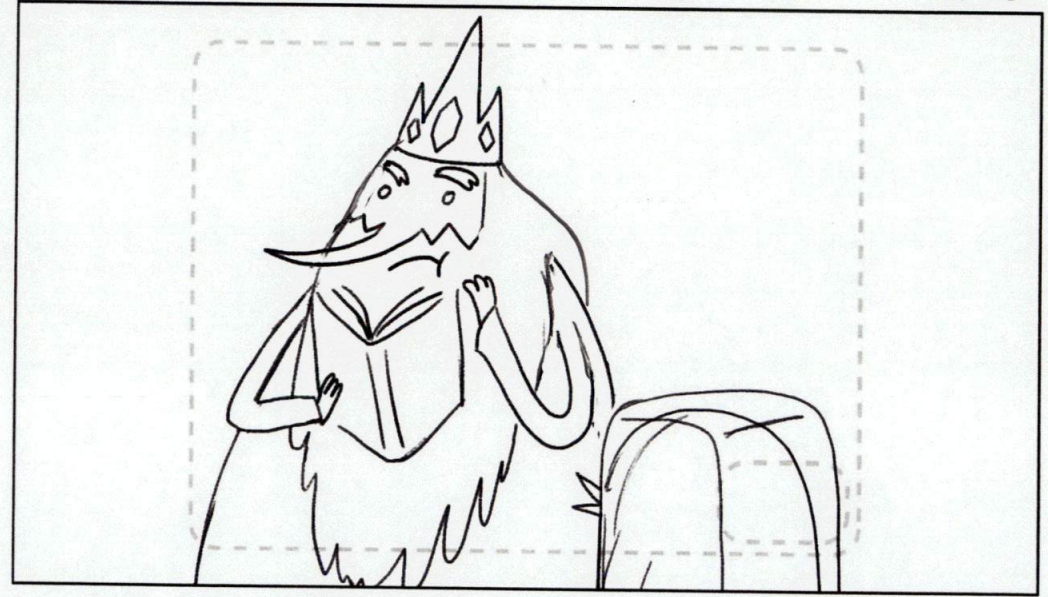


Sc. 181 *cont*

Pnl. B

Bg.

day night



Dialog:	<u>I</u> K: And Ice Queen did a tabley thing too, probably.	
Action:		
Timing:		<div style="text-align: right;">OCT 30 2015</div>

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ADVENTURE TIME



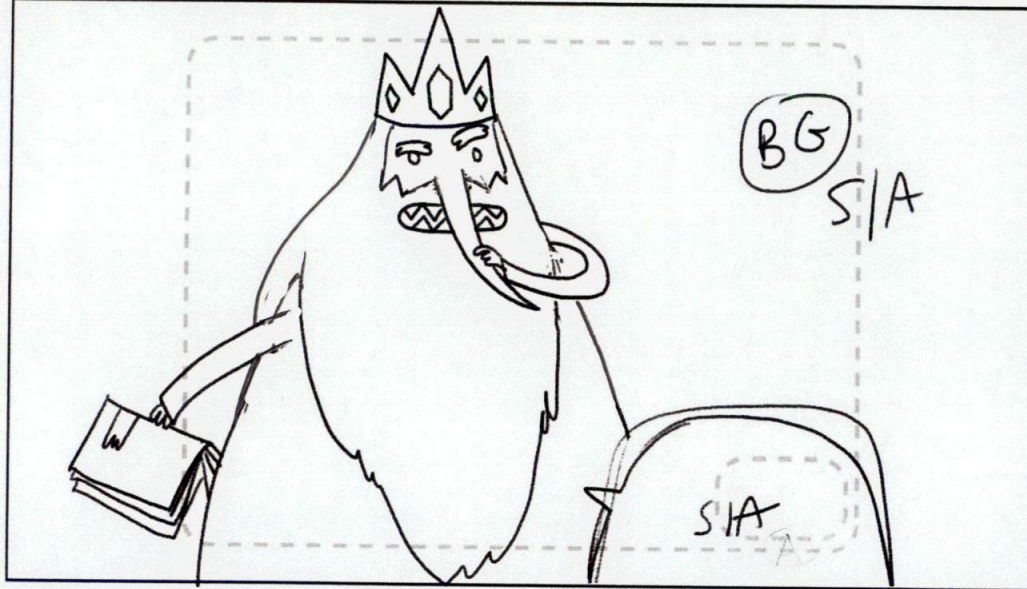
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Sc. 181 *CONT*

Pnl. C

Bg.

day night

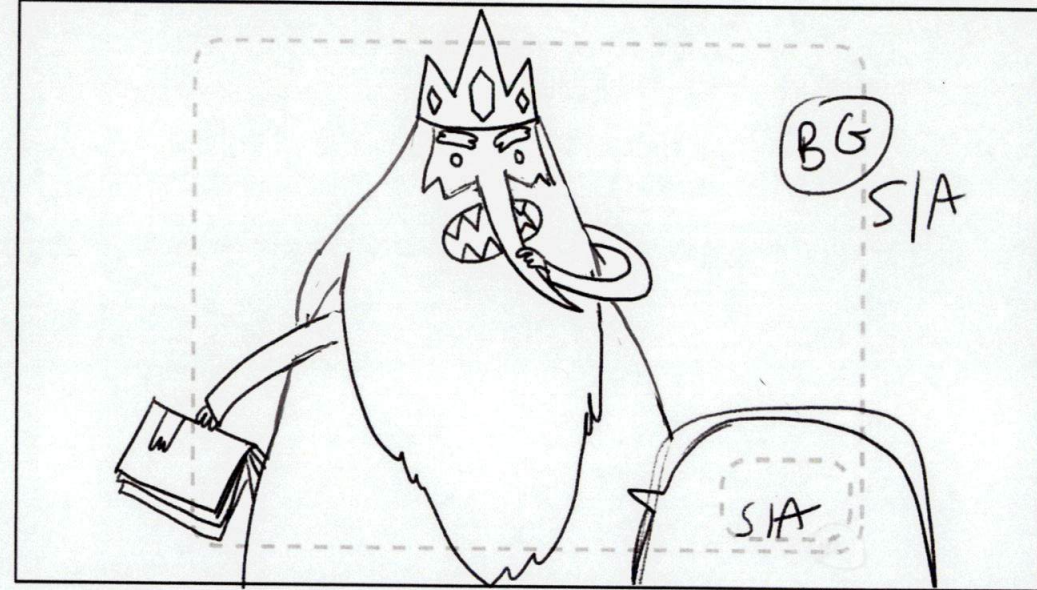


Sc. 181 *CONT*

Pnl. D

Bg.

day night



Dialog:

IK: AGREED. They're not like regular stories...
They're shorter.

Action:

Bat
IK
S/A (C)

Timing:

IK: I'll call them... Graybl-

(IK) Pats
his nose

(D1)
(D2)

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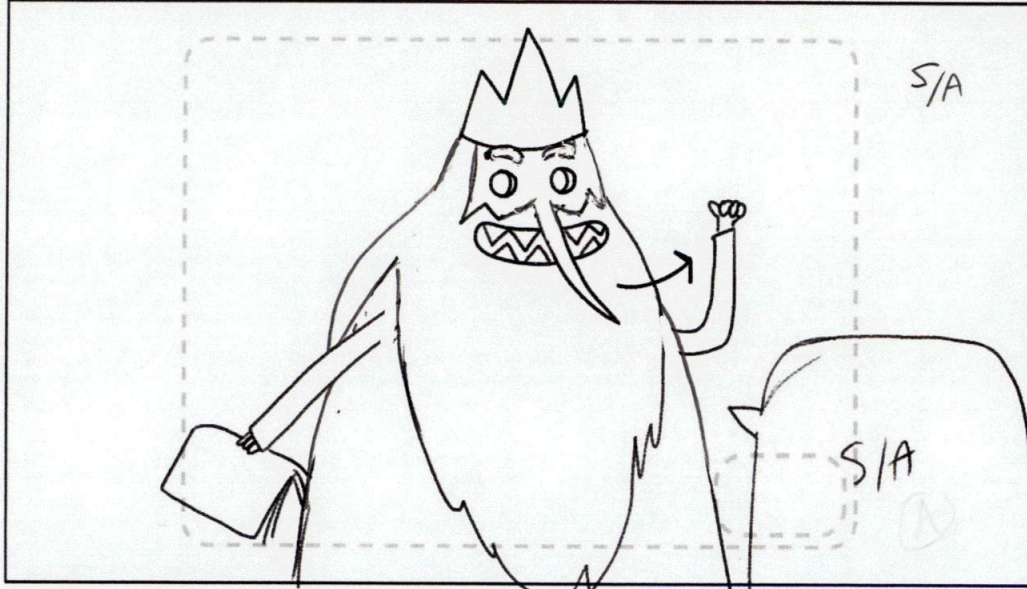


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Sc. 181 cont Pnl. E

Bg.

day night

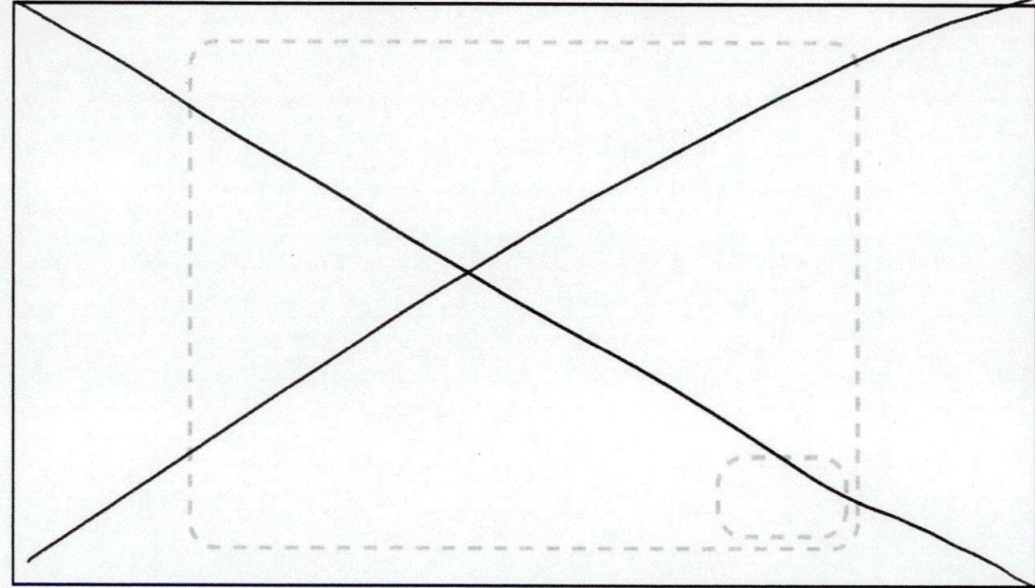


Sc.

Pnl.

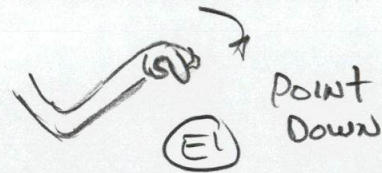
Bg.

day night



Dialog:

IK: NO - TABLES!



Action:

Timing:

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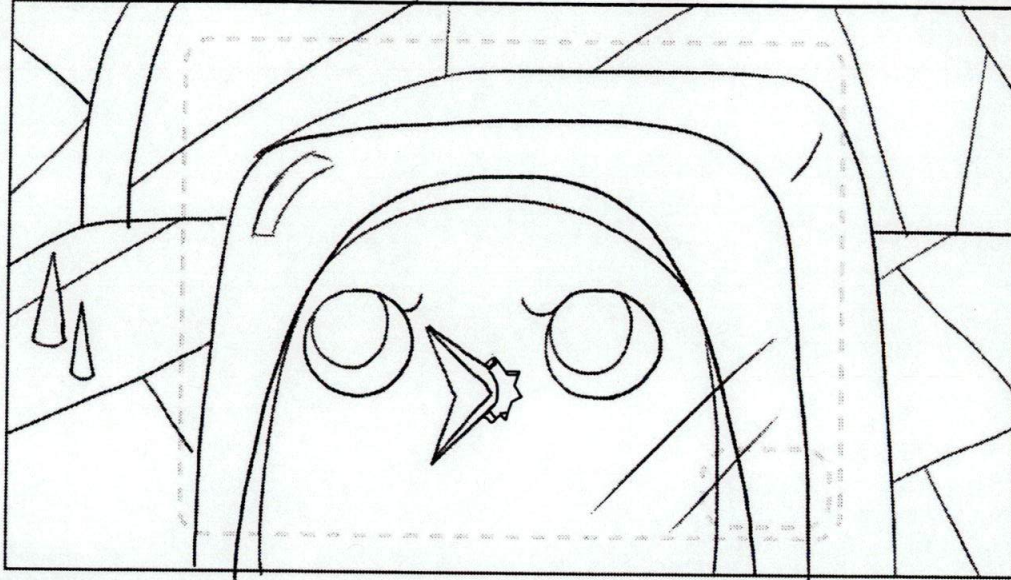
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Sc. 182

Pnl. A

Bg.

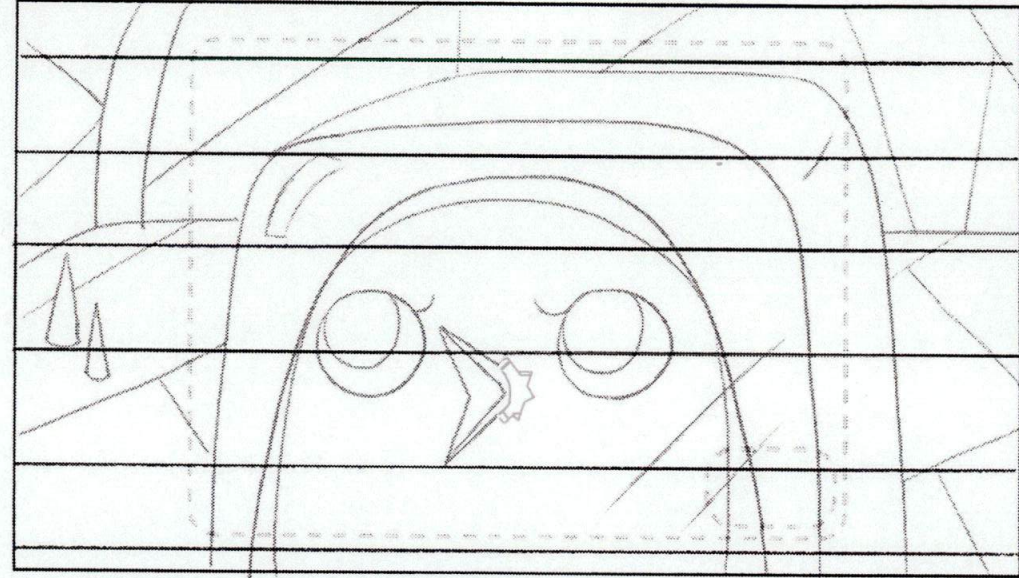
day night



Sc. 182 *cont* Pnl. B

Bg.

day night



Dialog:

G: WENK!

Action:

Timing:



Dissolve to a TV Screen.

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ADVENTURE TIME



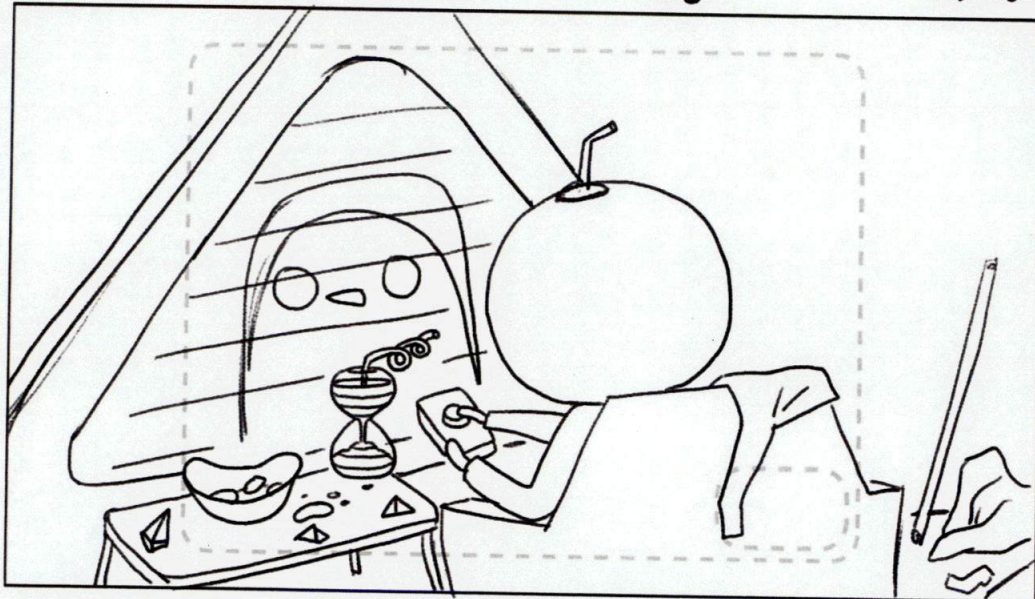
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Sc. 183

Pnl. A

Bg.

day night

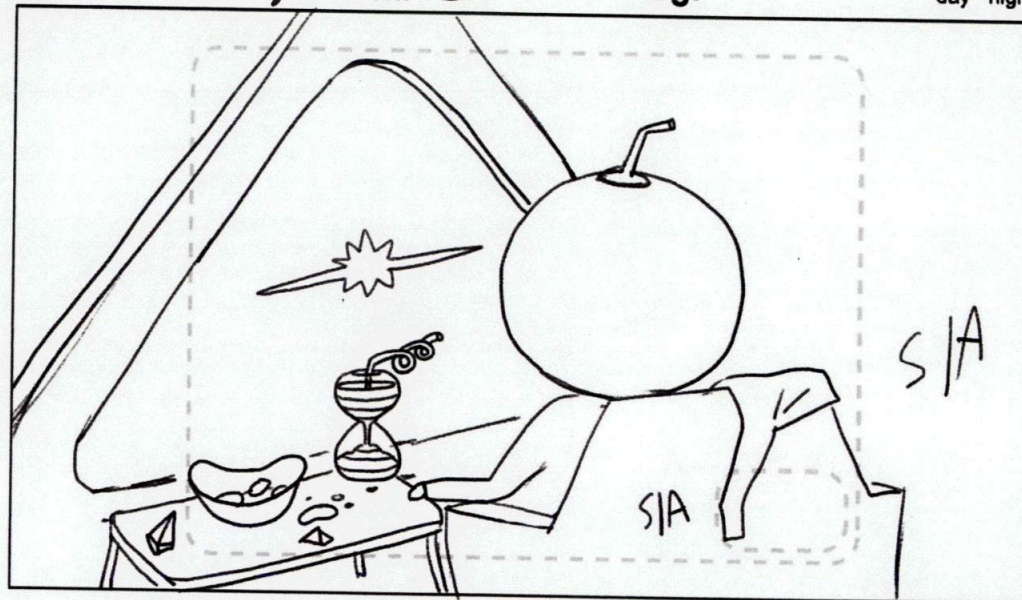


Sc. 183 *cont*

Pnl. B

Bg.

day night



Dialog:

SFX: 'CLICK'

- BEAT -

Action: Room very messy. (C) unaware anyone's watching him.

SCREEN turns off, Cuber stares into space.

Timing:

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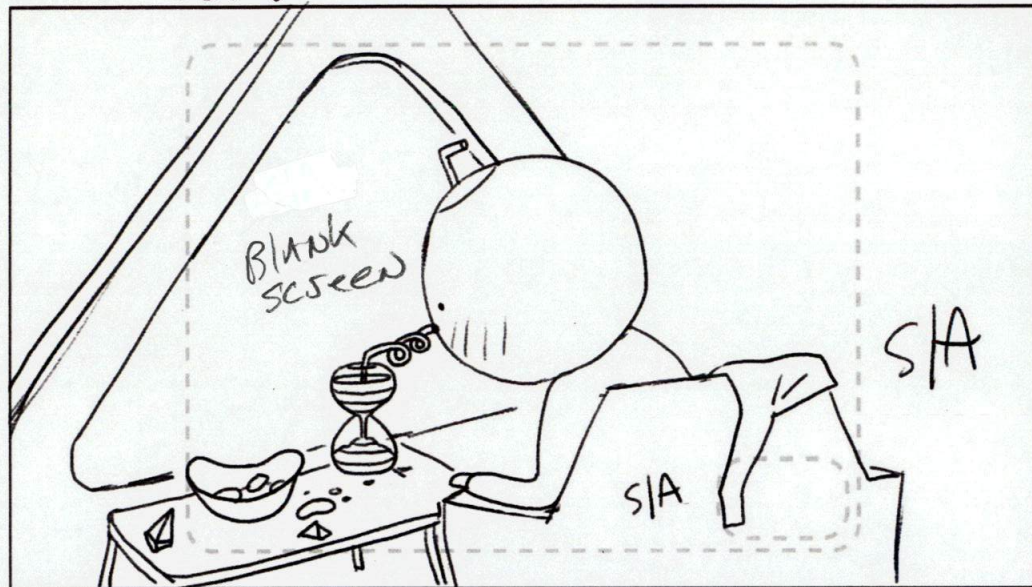


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Sc. 183 *cont* Pnl. C

Bg.

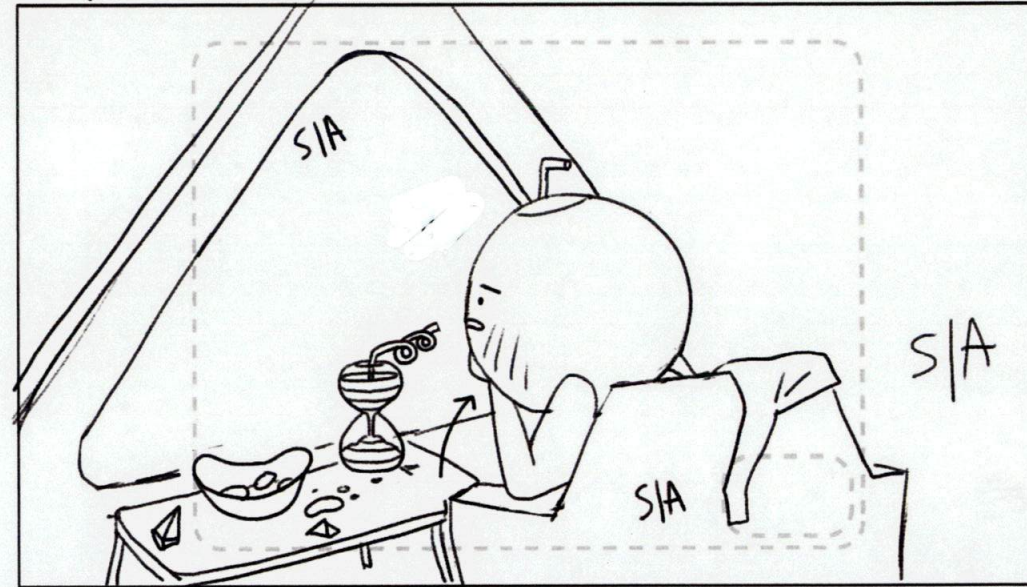
day night



Sc. 183 *cont* Pnl. D

Bg.

day night



Dialog:

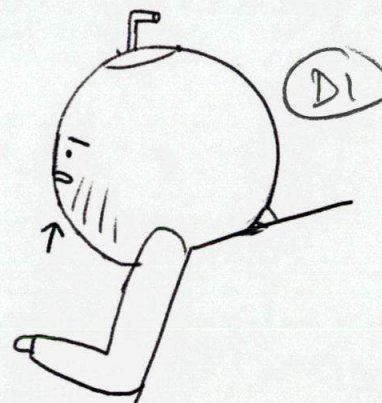
SFX: SLUUUURP

CUBER: (quiet, haunted tone): I'll never look
(to himself) at tables the same way, again.

Action:

-Cuber drinks from rainbow hourglass

Timing:



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